

FORMATIONS

NEW ORLEANS SAINTS
FOOTBALL 2004

PERSONNEL NOMENCLATURE

REGULAR
(FIST)

- OUR BASIC PERSONNEL HALFBACK (H) +
FULLBACK (F) + SPLIT END (X) + FLANKER (Z) +
TIGHT END (Y).

TIGER
(PAW)

-THE (U) MAN, A SECOND TIGHT END, ENTERS THE GAME
IN PLACE OF THE FULLBACK (F). TWO TIGHT END
OFFENSE (Y&U) WITH ONE BACK (H) AND TWO WIDE
RECEIVERS (X Z).

JUMBO
(CUP HAND)

-THE (U) MAN, A SECOND TIGHT END, ENTERS THE GAME
FOR THE SPLIT END (X). TWO TIGHT END OFFENSE (Y&U)
WITH TWO BACKS (H&F) AND ONE WIDE RECEIVER (Z).

ZEBRA
(3 FINGER
WAVE)

-THE ZEBRA MAN (ZB), A THIRD WIDE RECEIVER,
ENTERS THE GAME IN PLACE OF THE HALFBACK (H).
THREE WIDE RECEIVER(X,Z,ZB) OFFENSE WITH
ONE BACK (F) AND ONE TIGHT END (Y).

EAGLE
(HOOK'EM
HORNS).

-THE (E) MAN, A THIRD WIDE RECEIVER, ENTERS
THE GAME IN PLACE OF THE TIGHT END (Y) . THREE WIDE
RECEIVER (X,Z,E)OFFENSE WITH TWO BACKS (F,H).

TRIO
(3 FINGERS
THE CHEST)

-THE (U) MAN, A SECOND TIGHT END, ENTERS THE
GAME IN PLACE OF (X) AND THE (V) MAN, A THIRD
TIGHT END ENTERS THE GAME IN PLACE OF THE
FULLBACK (F).THREE TIGHT END (Y,U,V) OFFENSE WITH
ONE BACK (H) AND ONE WIDE RECEIVER (Z).

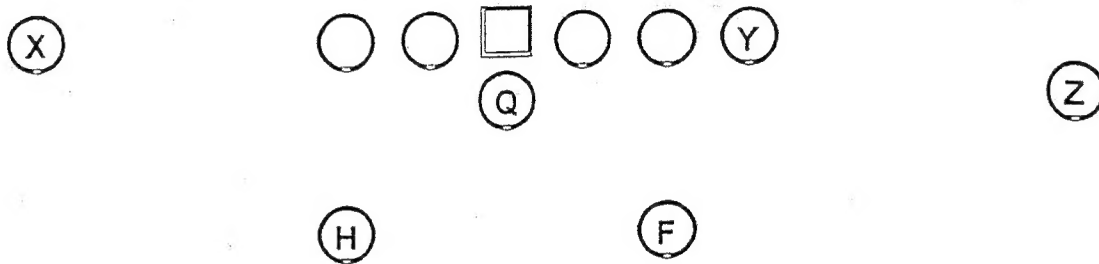
TANK
(HANDS)

-THE (U) MAN, A SECOND TIGHT END, ENTERS THE GAME
IN PLACE OF THE (X) AND THE WING MAN (W), A THIRD
TIGHT END,ENTERS THE GAME IN PLACE OF THE
FLANKER (Z). THREE TIGHT END (Y,U,W) OFFENSE WITH
TWO BACKS (H&F).

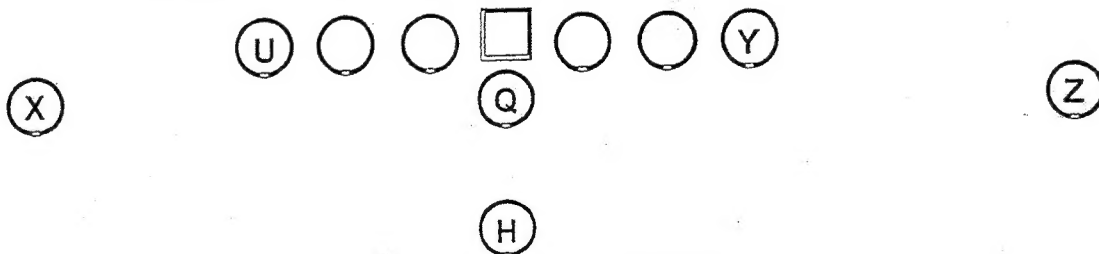
Study Formations

PERSONNEL BASE FORMATIONS

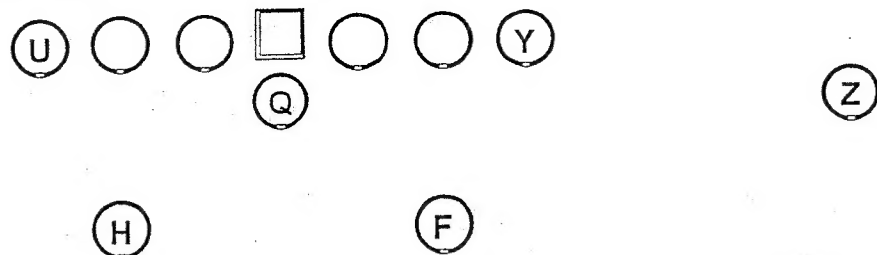
REGULAR PERSONNEL // FORMATION: "RED RIGHT"



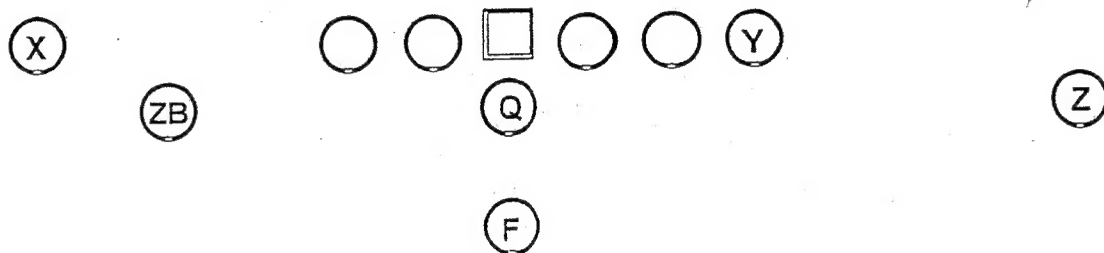
TIGER PERSONNEL // FORMATION: "RIGHT"



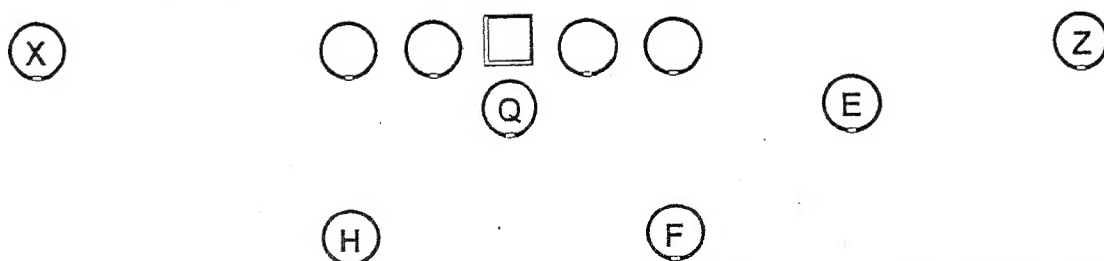
JUMBO PERSONNEL // FORMATION: "RED RIGHT"



ZEBRA PERSONNEL // FORMATION: "WIDE RIGHT"



EAGLE PERSONNEL // FORMATION: "RED RIGHT"



PERSONNEL NOMENCLATURE SUMMARY

1. REGULAR - H+F+X+Z+Y

2. TIGER - H+U+X+Z+Y

3. JUMBO - H+F+Y+U+Z

4. ZEBRA - F+X+Z+ZB+Y

5. EAGLE - H+F+E+X+Z

6. TRIO - H+Y+U+V+Z

7. TANK - H+F+Y+U+W

8. ACE - F+E+X+Z+ZB

9. BIG 4 - ZB+X+Z+R+Y

10. BIG 5 - ZB+X+Z+E+R

11. LEOPARD - ZB+X+Z+U+Y

NEW ORLEANS SAINTS OFFENSE

<TIGER> PERSONNEL FORMATION ORIGIN "THE STARTING POINT"

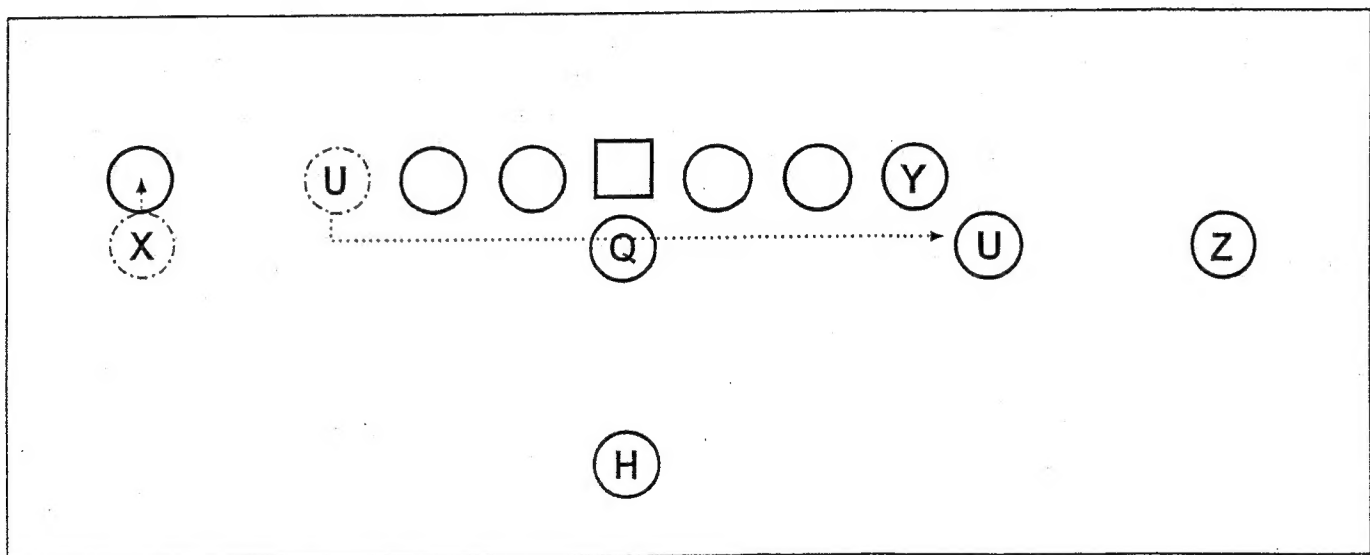
ALL **TIGER** (1 RB, 2 TE, 2 WR) PERSONNEL FORMATIONS WILL START WITH THE RB ALIGNED BEHIND THE QB. THE STARTING ALIGNMENT FOR THE TE'S WILL BE **RIGHT OR LEFT**. THE SHIFT WILL TAKE PLACE AS SOON AS THE SHIFTING PLAYERS ARE SET FOR A FULL 2 COUNTS OR THE QB'S HANDS ARE PLACED UNDER CENTER, WHICHEVER IS FIRST - THERE WILL BE NO VERBAL COMMAND. THE 2ND TE (U) WILL SOLELY BE RESPONSIBLE TO SET FOR 1 SECOND AFTER HE SHIFTS.

NOTE - THE OBVIOUS CADENCE OF 1ST SOUND WILL AUTOMATICALLY ALIGN THE WHOLE OFFENSIVE UNIT INTO THEIR FINAL FORMATION CALLED. **NO ORIGIN SHIFT ON 1ST SOUND!**

EXAMPLE: "WEST RIGHT 96 STRETCH JACK"

(HUDDLE CALL)

<TG> WEST RIGHT



FORMATION NOMENCLATURE

BACKFIELD ALIGNMENTS

RED:

FB STRONG SIDE AND THE HB WEAK SIDE. FB WITH HEELS AT 5 YARDS IN A (3) THREE POINT STANCE. HB WITH HEELS AT 5 YARDS IN A (3) THREE POINT STANCE. THE EXACT ALIGNMENT MAY VARY DEPENDING ON THE PLAY CALLED.

RED BACKS HAVE THREE DIFFERENT LATERAL ALIGNMENTS:

1. CHEAT: SPLITTING THE OUTSIDE LEG OF THE OFFENSIVE TACKLE.
2. STACK: ALIGNED DIRECTLY BEHIND THE OFFENSIVE TACKLE.
3. POWER: ALIGNED SPLITTING THE INSIDE LEG OF THE OFFENSIVE TACKLE.

(RED) CHANGE:

HB STRONG SIDE AND THE FB WEAK SIDE. THE ALIGNMENT WILL VARY DEPENDING ON THE PLAY CALLED SIMPLY "RED" WITH THE BACKS SWITCHED.

BROWN:

BACKS HEAVY TO THE WEAK SIDE (AWAY FROM TE); FB DIRECTLY BEHIND THE FOOTBALL, HB ALIGNS WEAK. ALIGNMENT WILL VARY DEPENDING ON THE PLAY CALLED.

BROWN CHANGE:

BACKS HEAVY TO THE WEAK SIDE (AWAY FROM TE); HB DIRECTLY BEHIND THE FOOTBALL, FB ALIGNS WEAK. ALIGNMENT WILL VARY DEPENDING ON THE PLAY CALLED.

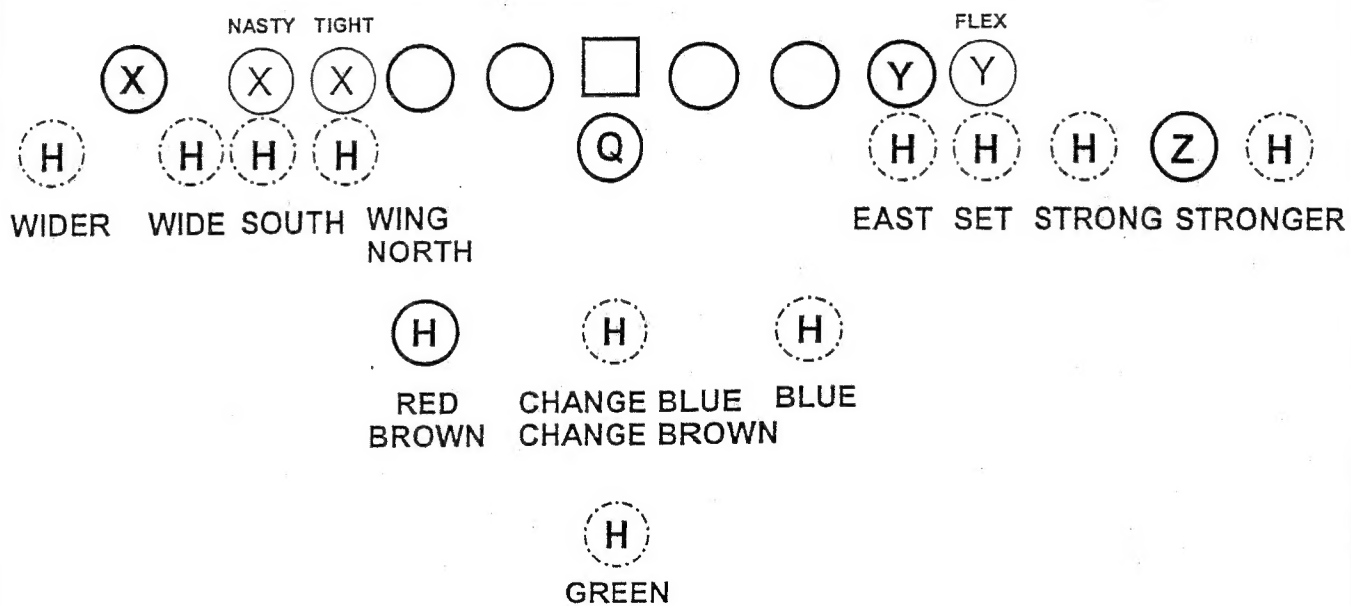
"H" HALFBACK

1. RED: ALIGN WEAK SIDE BEHIND WEAK TACKLE, HEELS AT 5 YARDS OFF L.O.S. (CHEAT, POWER, STACK) IN A THREE (3) POINT STANCE.
2. (RED):
CHANGE ALIGN STRONG SIDE BEHIND STRONG TACKLE, HEELS AT 5 YARDS OFF L.O.S. (CHEAT, POWER, STACK) IN A THREE (3) POINT STANCE.
3. BROWN: ALIGN WEAK SIDE BEHIND WEAK TACKLE, HEELS AT 5 YARDS OFF L.O.S. (CHEAT, POWER, STACK) IN A THREE (3) POINT STANCE.
4. CHANGE BROWN: ALIGN DIRECTLY BEHIND THE FOOTBALL, HEELS AT 5 YARDS IN A THREE (3) POINT STANCE.
5. BLUE: ALIGN STRONG SIDE BEHIND STRONG TACKLE, HEELS AT 5 YARDS OFF L.O.S. (CHEAT, POWER, STACK) IN A THREE (3) POINT STANCE.
6. BLUE:
CHANGE ALIGN DIRECTLY BEHIND THE FOOTBALL, HEELS AT 5 YARDS IN A THREE (3) POINT STANCE.
7. GREEN: ALIGN 2 YARDS (7 YARDS FROM L.O.S.) BEHIND THE FB IN A TWO (2) POINT STANCE.
8. SOLO: SINGLE BACK (HB) ALIGNS DIRECTLY BEHIND THE FOOTBALL 6-1/2 YARDS IN A TWO (2) POINT STANCE.

STRONG SIDE ADJUSTMENT

9. BLUE: ALIGN STRONG SIDE BEHIND STRONG TACKLE, HEELS AT 5 YARDS OFF L.O.S. (CHEAT, POWER, STACK) IN A THREE (3) POINT STANCE.
10. HB EAST: ALIGN TO THE SIDE OF THE CALL OFF THE L.O.S. SPLITTING THE DISTANCE BETWEEN THE OPEN TE (Y) AT 4 YDS AND THE STRONGSIDE TACKLE. (3 POINT STANCE).

HALFBACK ALIGNMENTS AND ADJUSTMENTS



11. UP: ALIGN STRONG IN A ONE-YARD AND ONE-YARD RELATIONSHIP NEXT TO AND OUTSIDE THE TE (Y) IN A THREE (3) POINT STANCE.
12. UPPER: ALIGN STRONG SPLITTING THE DISTANCE BETWEEN THE TE (Y) AND FLANKER.
13. FARTHER: ALIGN STRONG IN AN OPEN POSITION OUTSIDE THE FLANKER.

WEAK SIDE ADJUSTMENTS

14. QUEEN (GREEN): ALIGN WEAK SIDE BEHIND THE WEAK TACKLE, HEELS AT 5 YARDS OFF L.O.S. (CHEAT, POWER, STACK) IN A THREE (3) POINT STANCE.
15. FB NORTH: ALIGN WEAK IN A ONE-YARD AND ONE-YARD RELATIONSHIP NEXT TO AND OUTSIDE OF; THE WEAK TACKLE, ALIGN IN A THREE (3) POINT STANCE. X IN A NASTY SPLIT.
16. FB SOUTH: ALIGN WEAK IN A ONE-YARD AND ONE-YARD RELATIONSHIP OUTSIDE OF THE X, WHO IS IN A TIGHT SPLIT.
17. UNDER: ALIGN WEAK IN A ONE-YARD AND ONE-YARD RELATIONSHIP NEXT TO THE WEAK TACKLE OR TE (U). ALIGN IN A THREE (3) POINT STANCE.
18. BELOW: ALIGN WEAK IN AN OPEN POSITION SPLITTING THE DISTANCE BETWEEN THE SPLIT END (X) AND THE WEAK TACKLE.
19. BEYOND: ALIGN WEAK IN AN OPEN POSITION OUTSIDE THE SPLIT END (X).

"SOLO" BACK ALIGNMENTS AND ADJUSTMENTS (TG) (TR)

1. SOLO (ASSUMED): HB: SINGLE BACK ALIGNED DIRECTLY BEHIND THE FOOTBALL 6-1/2 YARDS IN A TWO (2) POINT STANCE.

FB: SINGLE BACK ALIGNED DIRECTLY BEHIND THE FOOTBALL 5 YARDS IN A THREE (3) POINT STANCE.

STRONG SIDE ADJUSTMENT

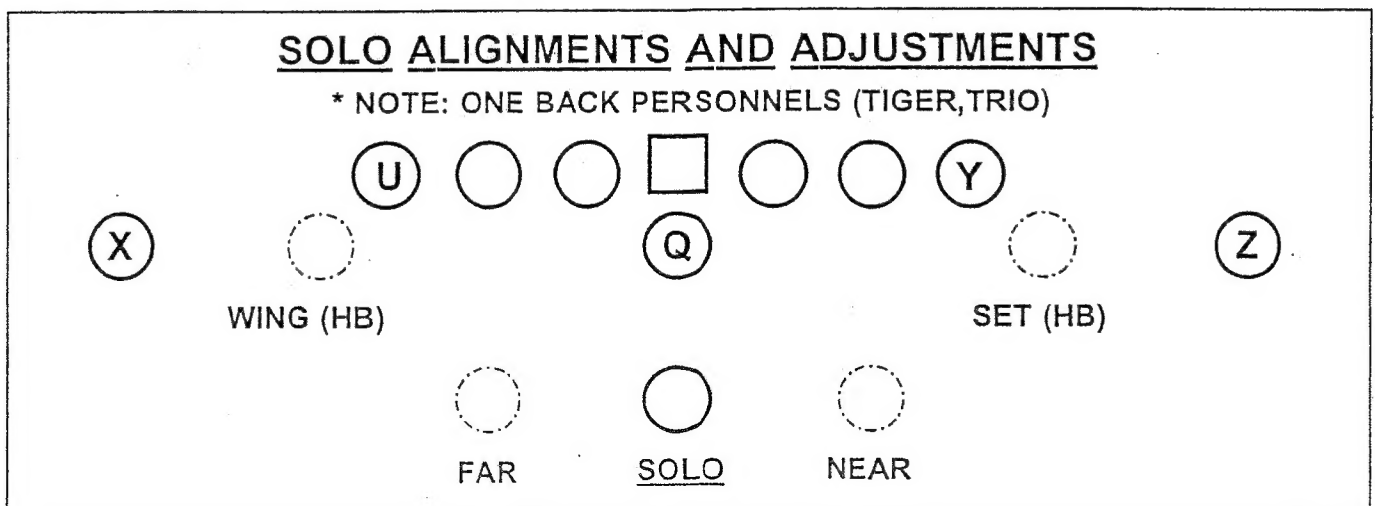
2. (SOLO) NEAR: HB: SINGLE BACK ALIGNED DIRECTLY BEHIND THE STRONG SIDE TACKLE 6-1/2 YARDS IN A TWO (2) POINT STANCE. <HB MAY BE AT 5 YARDS IN A THREE (3) POINT STANCE.>

FB: SINGLE BACK ALIGNED DIRECTLY BEHIND THE STRONG SIDE TACKLE 5 YARDS IN A THREE (3) POINT STANCE. <FB MAY BE 6-1/2 YARDS DEPTH IN A TWO (2) POINT STANCE.>

WEAK SIDE ADJUSTMENT

3. (SOLO) FAR: HB: SINGLE BACK ALIGNED DIRECTLY BEHIND THE WEAK SIDE TACKLE 6-1/2 YARDS IN A TWO (2) POINT STANCE. <HB MAY BE AT 5 YARDS IN A THREE (3) POINT STANCE.>

FB: SINGLE BACK ALIGNED DIRECTLY BEHIND THE WEAK SIDE TACKLE 5 YARDS IN A THREE (3) POINT STANCE. <FB MAY BE 6-1/2 YARDS. DEPTH IN ATWO (2) POINT STANCE.>



"U" MAN AND "WING" MAN ALIGNMENTS AND ADJUSTMENTS

BASE ALIGNMENTS

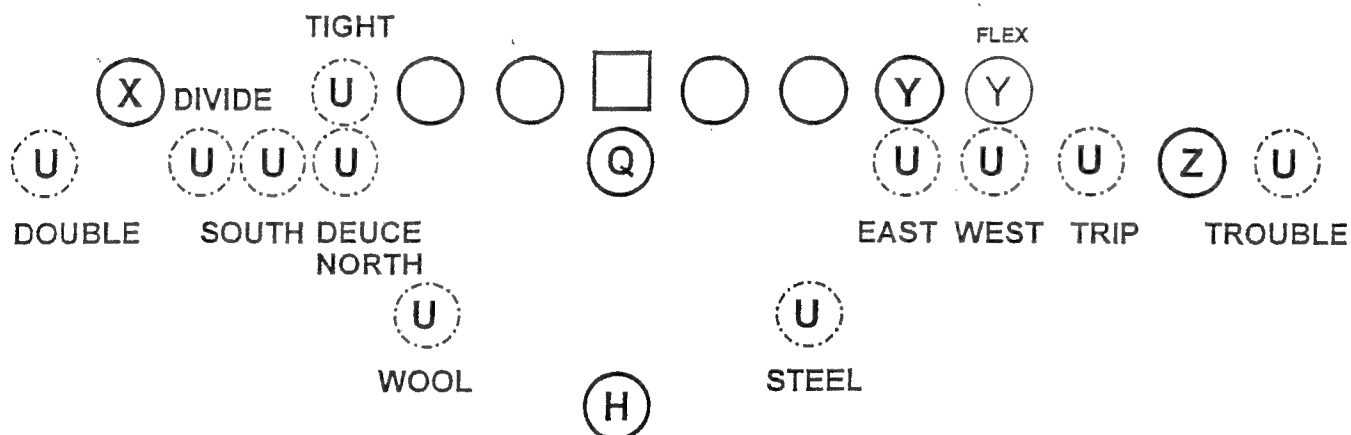
1. RIGHT/LEFT (TIGER): ALIGN FOR THE SECOND TE (U) - AWAY FROM THE STRENGTH (Y) ON THE L.O.S. NEXT TO THE WEAK TACKLE - 3 FOOT SPLIT - IN A THREE (3) POINT STANCE.
2. SOUTH (TR): ALIGNMENT FOR THE 3RD TE (V) AWAY FROM THE STRENGTH (Y) OFF THE L.O.S. AND OUTSIDE IN A ONE TO ONE RELATIONSHIP WITH THE BACKSIDE TE (U). (U) ALIGN IN THE BASE ALIGNMENT - AWAY FROM THE STRENGTH CALL.
3. (TIGHT)(U): ALIGNMENT FOR THE SECOND TE (U) AWAY FORM THE STRENGTH (Y), ON THE L.O.S. NEXT TO THE WEAK TACKLE - 3 FOOT SPLIT - IN A THREE (3) POINT STANCE.
4. TANK: IN THE BASE FORMATION IN TANK PERSONNEL THE ALIGNMENT FOR THE WING MAN (W). ALIGN TO THE SIDE OF THE STRENGTH CALL OFF THE L.O.S. AND OUTSIDE IN A ONE AND ONE RELATIONSHIP WITH THE TE (Y).
5. TEE STAY (TIG): U MAN ALIGN IN THE VACANT POSITION IN THE BACKFIELD 5 YARDS DEEP IN A THREE (3) POINT STANCE.

WEAKSIDE ALIGNMENTS

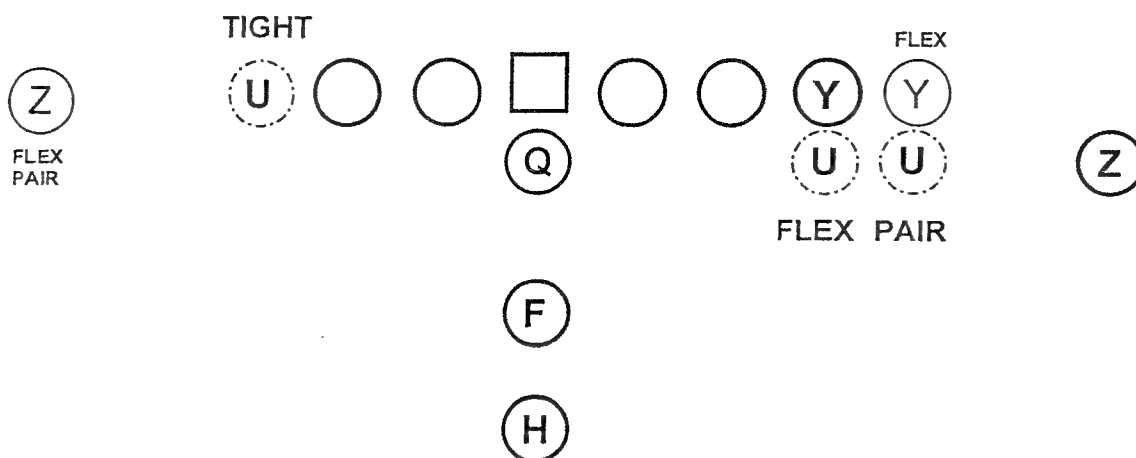
6. WOOL (TIGER): U MAN ALIGN IN BACKFIELD ON THE WEAK SIDE BEHIND THE WEAK TACKLE, HEELS AT 5 YARDS OFF L.O.S. IN A THREE (3) POINT STANCE.
7. NORTH: ALIGN WEAK IN A ONE-YARD AND ONE-YARD RELATIONSHIP NEXT OT AND OUTSIDE OF; THE WEAK TACKLE, ALIGN IN A THREE (3) POINT STANCE. X IN A NASTY SPLIT.



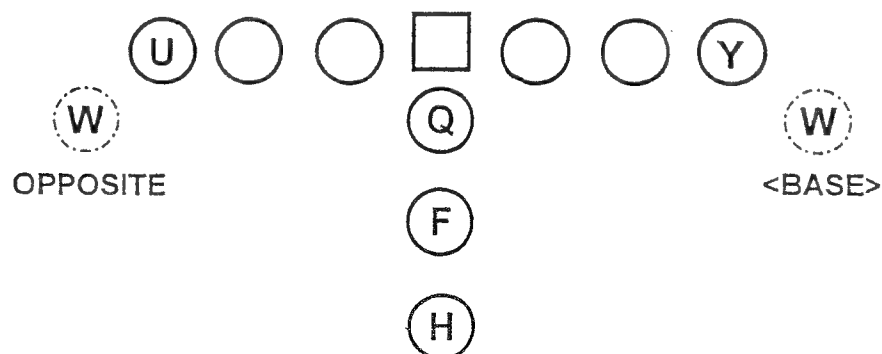
<TIGER> (U) ALIGNMENTS AND ADJUSTMENTS



<JUMBO> (U) ALIGNMENTS AND ADJUSTMENTS



<TANK> WING MAN (W) ALIGNMENTS AND ADJUSTMENTS



10. UP: ALIGN STRONG IN A ONE-YARD AND ONE-YARD RELATIONSHIP NEXT TO AND OUTSIDE THE TE (Y) IN A THREE (3) POINT STANCE.
11. UPPER: ALIGN STRONG SPLITTING THE DISTANCE BETWEEN THE TE (Y) AND OUTSIDE RECEIVER.
12. FARTHER: ALIGN STRONG IN AN OPEN POSITION OUTSIDE THE INSIDE RECEIVER.

WEAK SIDE ADJUSTMENTS

13. QUEEN (GREEN): ALIGN WEAK SIDE BEHIND THE WEAK TACKLE, HEELS AT 5 YARDS OFF L.O.S. (CHEAT, POWER, STACK) IN A THREE (3) POINT STANCE.
14. NORTH: ALIGN WEAK IN A ONE-YARD AND ONE-YARD RELATIONSHIP NEXT TO AND OUTSIDE OF; THE WEAK TACKLE, ALIGN IN A THREE (3) POINT STANCE. "U" IN A NASTY SPLIT.
15. SOUTH: ALIGN WEAK IN A ONE-YARD AND ONE-YARD RELATIONSHIP OUTSIDE OF THE U, WHO IS IN A TIGHT SPLIT.
16. UNDER: ALIGN WEAK IN A ONE-YARD AND ONE-YARD RELATIONSHIP NEXT TO THE WEAK TACKLE OR TE (U). ALIGN IN A THREE (3) POINT STANCE.
17. BELOW: ALIGN WEAK IN AN OPEN POSITION SPLITTING THE DISTANCE BETWEEN THE OUTSIDE RECEIVER AND THE WEAK TACKLE.
18. BEYOND: ALIGN WEAK IN AN OPEN POSITION OUTSIDE THE INSIDE RECEIVER.

FLANKER (Z) ALIGNMENTS AND ADJUSTMENTS

1. RIGHT/LEFT: ALIGN TO THE SIDE OF THE STRENGTH CALL, OFF
(TG) (ZB) (ACE) THE L.O.S. 10-12 YARDS OUTSIDE THE TE (Y).
2. SWAP: ALIGN AWAY FROM THE STRENGTH (Y), ON THE
 L.O.S. 10-12 YARDS FROM THE WEAK TACKLE.
 <SWAP WITH X>
3. SLOT: ALIGN AWAY FROM THE STRENGTH (Y), OFF THE
 L.O.S. SPLITTING THE DISTANCE BETWEEN THE
 WEAK TACKLE AND THE WIDEST RECEIVER (X).
4. FLOP: ALIGN AWAY FROM THE STRENGTH (Y), OFF THE
 L.O.S. OUTSIDE THE X (U). <TIGHT FLOP IS 4 YARDS
 FROM THE X (U).>
5. CLOSE: ALIGN TO THE SIDE OF THE CALL, OFF THE L.O.S. IN
 A ONE TO 4-6 YARD RELATIONSHIP TO TE (Y). MAY
 ALIGN IN A THREE (3) POINT STANCE.
6. FULL STAY: ALIGN IN THE VACANT POSITION IN THE BACKFIELD
 4-5 YARDS DEEP IN A THREE (3) POINT STANCE.
7. PAIR (JMB): ALIGN AWAY FROM THE STRENGTH (Y), ON THE
FLEX (JMB) L.O.S. 10-12 YARDS FROM THE WEAK TACKLE. USED
 WITH 2 TE AND 2 BACKS AND 1 WR (JUMBO)
8. PAIR (TR): ALIGN AWAY FROM THE STRENGTH (Y), OFF THE
FLEX (TR) L.O.S. 10-12 YARDS FROM THE WEAK TACKLE. USED
 WITH 2 TE'S AND 2 BACKS AND 1 WR (TRIO)
9. TWIN (TIGER): ALIGN TO THE SIDE OF THE STRENGTH (Y), OFF THE
 L.O.S. SPLITTING THE DISTANCE BETWEEN THE
 TIGHT END (Y) AND THE WIDEST RECEIVER (X).
 (TIGER PERSONNEL).
10. RED (EAGLE): ALIGN TO THE SIDE OF THE STRENGTH (E), ON OR
 OFF THE L.O.S. 10-12 YARDS FROM THE STRONG
 TACKLE. <EAGLE PERSONNEL: 3 WR'S AND 2 RB'S.>

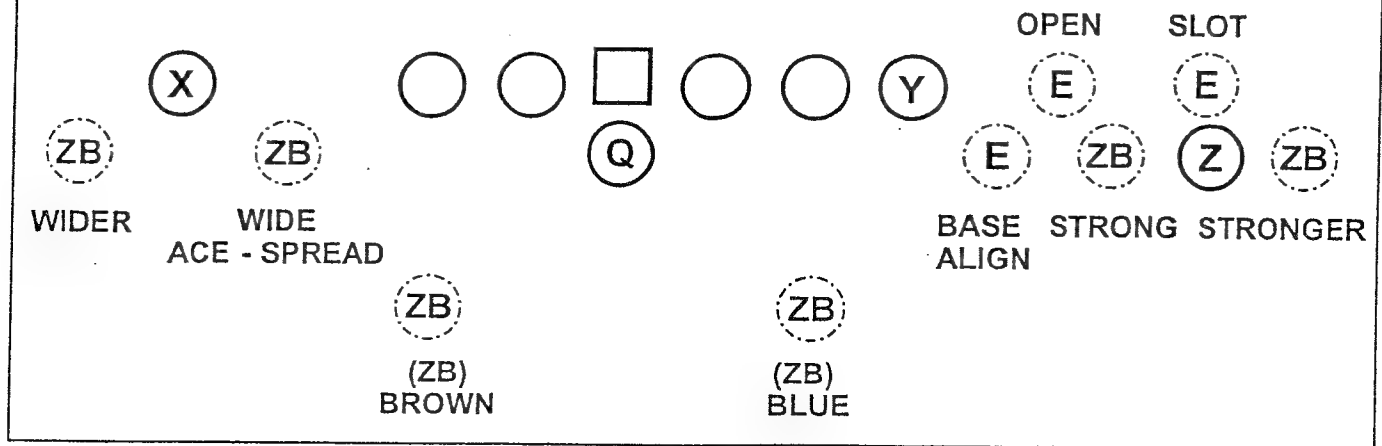
SPLIT END (X) ALIGNMENTS AND ADJUSTMENTS

1. RIGHT/LEFT (ZB)(ACE): ALIGN AWAY FROM THE STRENGTH (Y), ON L.O.S. 10-12 YARDS FROM THE WEAK TACKLE.
2. TIGHT / SOUTH: ALIGN AWAY FROM THE STRENGTH (Y), ON L.O.S. IN THE TE (U) POSITION NEXT TO THE WEAK TACKLE. IN A THREE (3) POINT STANCE, BETWEEN 1 AND 2 YARD SPLIT.
3. NASTY / NORTH: ALIGN AWAY FROM THE STRENGTH (Y), ON L.O.S. (4-6 YARD SPLIT).
4. SLOT (TIGER): ALIGN AWAY FORM THE STRENGTH (Y), ON L.O.S. (OFF THE L.O.S. IN TIGER PERSONNEL) 10-14 YARDS FROM THE WEAK TACKLE.
5. FLOP: ALIGN AWAY FROM THE STRENGTH (Y). ON THE L.O.S. SPLITTING THE DIFFERENCE BETWEEN THE WEAK TACKLE AND THE WIDEST RECEIVER (Z). (6-8 YARDS FROM THE WEAK TACKLE.)
6. SWAP: ALIGN TO THE SIDE OF THE STRENGTH CALL (Y), OFF THE L.O.S. 10-12 YARDS OUTSIDE THE TE (Y).
7. RIGHT/LEFT (TIGER): ALIGN AWAY FROM THE STRENGTH (Y), OFF L.O.S. 10-12 YARDS FROM THE BACKSIDE TE (U). USED WITH 2 TE'S AND 2 WR'S (TIGER PERSONNEL).
8. TWIN: ALIGN TO THE SIDE OF THE STRENGTH (Y), 10-14 YARDS (OUTSIDE MAN) FROM THE TE (Y) OFF THE L.O.S. USED NORMALLY WITH 2 TE'S AND 2 WR'S.
9. SWITCH: SWITCH ASSIGNMENTS WITH HB. ALIGN IN THE BACKFIELD IN THE HB POSITION CALLED IN THE FORMATION.

WEAK SIDE ADJUSTMENTS:

5. WIDE SLOT (ZEB): (ZB) ALIGN AWAY FROM THE STRENGTH CALL, OFF THE L.O.S. 4-6 YARDS FROM THE WEAK SIDE TACKLE, OUTSIDE THE (Z) IN A SLOT ALIGNMENT.
6. RED SLOT: (EAGLE) (E) ALIGN TO THE SIDE OF THE STRENGTH CALL, ON THE L.O.S. 10-12 YARDS FROM THE STRONG SIDE TACKLE.

ZEBRA (ZB) AND E MAN (E) ALIGNMENTS & ADJUSTMENTS



TIGHT ENDS (Y) MOVEMENTS

NOTE: THE MOTIONS ARE CALLED IN THE BEGINNING OF THE FORMATION NOMENCLATURE. MOTION TO THE FORMATION CALLED.

1. TRADE: THE TE (Y) WILL ALIGN ON THE BALL AWAY FROM THE HUDDLE CALL. ON THE QB'S COMMAND THE TE (Y) WILL CHANGE SIDES & RESETS PRIOR TO SNAP TO THE FORMATION CALLED IN THE HUDDLE.
2. TEAR: THE TE (Y) WILL ALIGN ON THE BALL AND AWAY FROM THE HUDDLE CALL. ON THE QUARTERBACKS COMMAND THE TE (Y) WILL SHIFT OFF THE BALL AND MOTION ACROSS THE FORMATION TO THE FORMATION CALLED IN THE HUDDLE.
3. TIP: THE TE (Y) WILL ALIGN OFF THE BALL OR SHIFT OFF THE BALL TO THE STRENGTH CALLED IN THE HUDDLE. ON THE QUARTERBACKS COMMAND MOTION INSIDE, BUT NOT CROSSING THE FOOTBALL.
4. TAP: THE TE (Y) WILL ALIGN OFF THE BALL OR SHIFT OFF THE BALL TO THE STRENGTH CALLED IN THE HUDDLE, AND MOTION AWAY FROM THE BALL ON THE QUARTERBACKS COMMAND.
5. TIP-TAP:
(TAP-TIP) THE TE (Y) WILL ALIGN OFF THE BALL OR SHIFT OFF THE BALL. ON THE QUARTERBACKS COMMAND HE WILL GO IN TIP (TAP) MOTION WITHOUT CROSSING THE BALL AND THEN TAP (TIP) MOTION AWAY FROM THE BALL.
6. YUM (Y): THE TE (Y) WILL ALIGN IN THE VACANT SPOT IN THE BACKFIELD, AND ON THE QB'S COMMAND GO IN MOTION TO THE FORMATION CALLED INN THE HUDDLE.

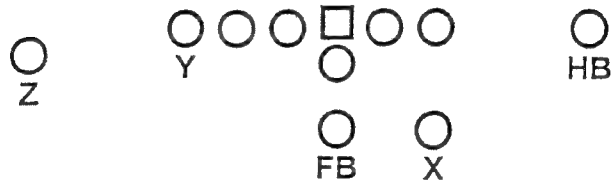
WIDE RECEIVERS (X & Z) MOVEMENTS

NOTE: THE MOTIONS ARE CALLED IN THE BEGINNING OF THE FORMATION NOMENCLATURE. MOTION TO THE FORMATION CALLED.

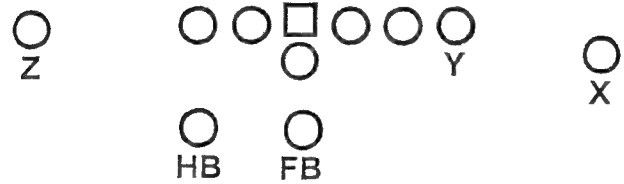
1. ZOOM:
(STOP) FLANKER (Z) GOES IN MOTION ACROSS THE FORMATION TO FORMATION CALLED IN THE HUDDLE. FLANKER MOTIONS ON THE QUARTERBACKS COMMAND. ZOOM STOP = LONGER CADENCE
2. ZIP: FLANKER (Z) COMES IN MOTION FROM AN OUTSIDE ALIGNMENT, BUT DOES NOT CROSS THE FORMATION. FLANKER MOTIONS ON THE QUARTERBACKS COMMAND.
 - A. CAN ZIP: RECEIVER HAS THE OPTION TO MOTION FOR A RUN GAME ADJUSTMENT.
3. ZAP: FLANKER (Z) GOES IN MOTION OUT FROM HIS ALIGNMENT AWAY FROM THE FORMATION.
4. ZIP-ZAP: FLANKER (Z) MOTIONS IN TOWARD THE FORMATION TO THE FAR SIDE GUARD AND THEN MOTIONS AWAY.
5. EXIT: SPLIT END (X) MOTIONS ACROSS THE FORMATION TO FORMATION CALLED IN THE HUDDLE ON THE QUARTERBACKS COMMAND. MAY BE USED WITH TWO (2) TE OFFENSE <TIGER PERSONNEL>.
6. FULL:
(STOP) FLANKER (Z) WILL ALIGN IN THE VACANT SPACE IN THE BACKFIELD, AND GO IN MOTION TO THE FORMATION CALLED IN THE HUDDLE. FLANKER MAY STOP AT END OF MOTION IF FULL STOP IS CALLED. IF ONLY ONE BACK IS IN THE BACKFIELD, Z SHOULD ALIGN IN THE VACATED SPOT OPPOSITE THE DIRECTION HE WILL MOTION.

REGULAR PERSONNEL

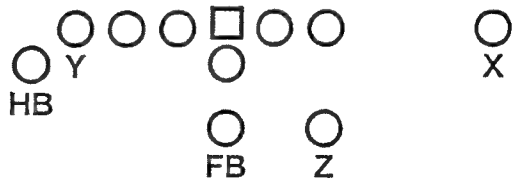
BROWN LEFT SWITCH



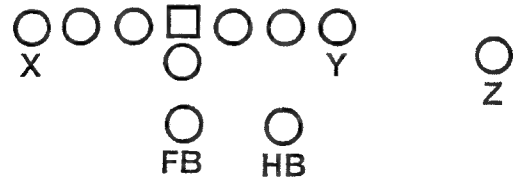
BROWN RIGHT SWAP



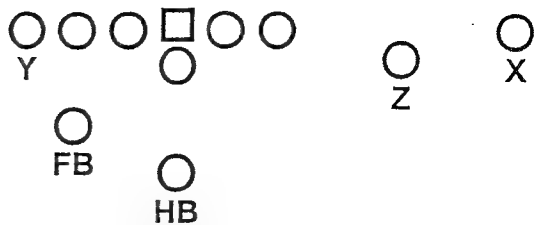
SET LEFT FULL STAY



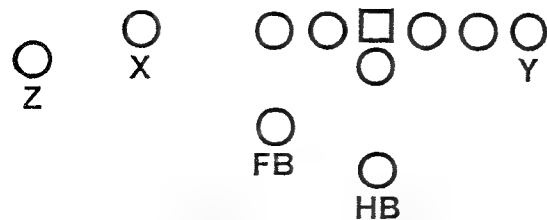
BLUE RIGHT TIGHT



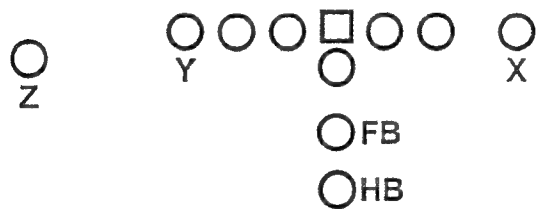
KING LEFT SLOT



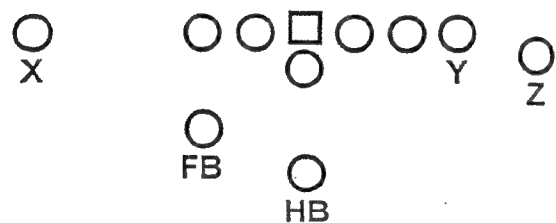
QUEEN RIGHT FLOP



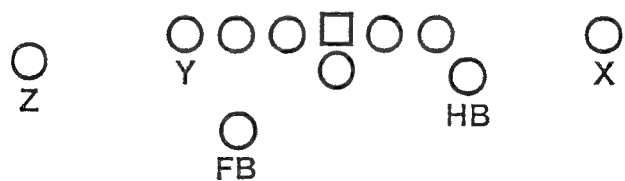
GREEN LEFT NASTY



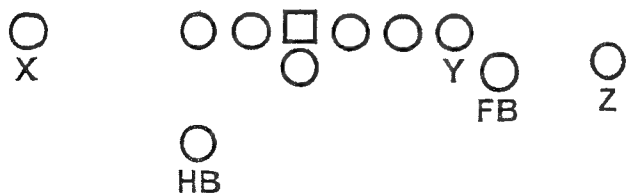
QUEEN RIGHT CLOSE



NEAR WING LEFT



FAR UP RIGHT



REGULAR PERSONNEL

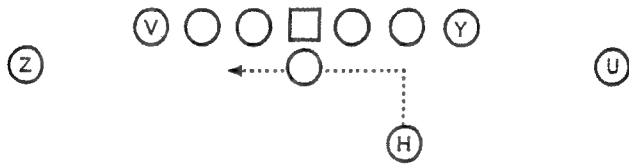
| | |
|--------------------------------------|-------------------------------------|
| <p><u>BLUE LEFT "A" RIGHT</u></p> | <p><u>BROWN RIGHT "B" LEFT</u></p> |
| <p><u>BROWN LEFT "C" LEFT</u></p> | <p><u>TRADE BLUE RIGHT</u></p> |
| <p><u>TEAR KING LEFT</u></p> | <p><u>WIDE RIGHT HB RIGHT</u></p> |
| <p><u>STRONGER LEFT HB SHORT</u></p> | <p><u>ZIP QUEEN RIGHT</u></p> |
| <p><u>ZOOM KING LEFT SLOT</u></p> | <p><u>EXIT QUEEN RIGHT FLOP</u></p> |

JUMBO PERSONNEL

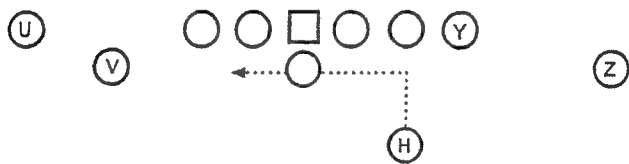
| | |
|---|-------------------------------------|
| <p><u>KING LEFT</u></p> | <p><u>QUEEN RIGHT</u></p> |
| <p><u>BROWN PAIR LEFT</u></p> | <p><u>KING RIGHT FLOP</u></p> |
| <p><u>WIDE PAIR LEFT</u></p> | <p><u>WIDER RIGHT</u></p> |
| <p><u>ZIP GREEN LEFT</u></p> | <p><u>QUEEN RIGHT FUZZ</u></p> |
| <p><u>CHANGE LEFT FLOP "C" LEFT</u></p> | <p><u>ZOOM NEAR SOUTH RIGHT</u></p> |

(EMPTY) TRIO FORMATIONS

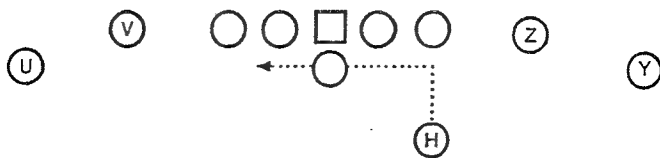
UNDER TROUBLE RIGHT (LEFT) FLOP "C-LEFT"



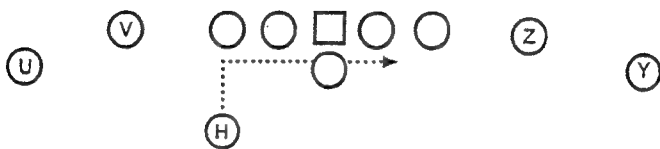
BELOW DOUBLE RIGHT (LEFT) "C-LEFT"



DOUBLE TROUBLE RIGHT (LEFT) "C-LEFT"

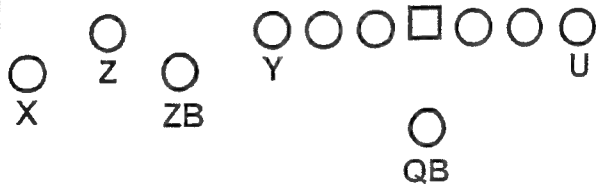


DOUBLE TROUBLE RIGHT (LEFT) "A-RIGHT"

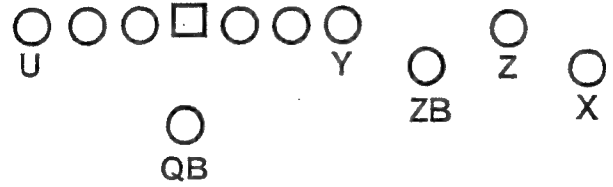


LEOPARD PERSONNEL

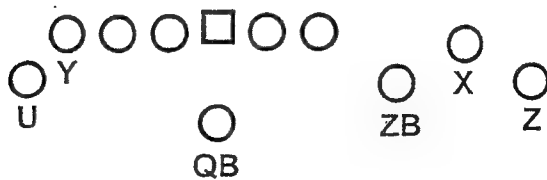
STRONG LEFT TWIN



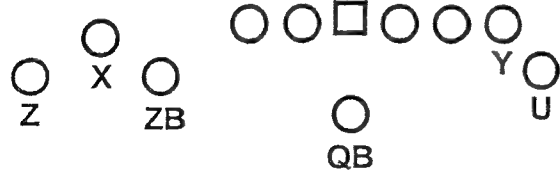
STRONG RIGHT TWIN



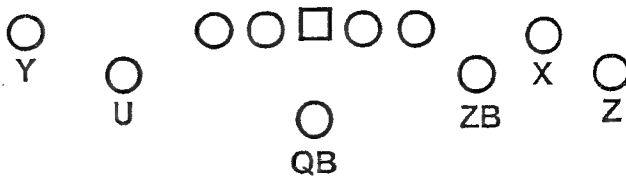
WEST CLUSTER LEFT



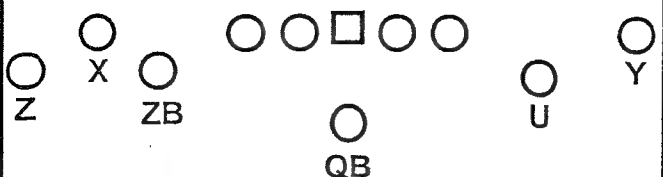
WEST CLUSTER RIGHT



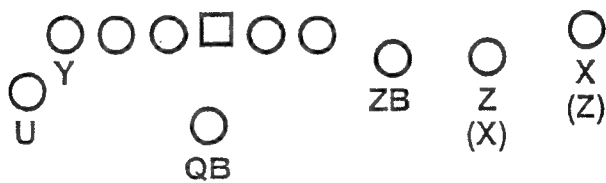
TROOP CLUSTER LEFT



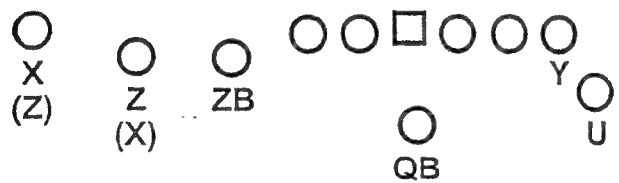
TROOP CLUSTER RIGHT



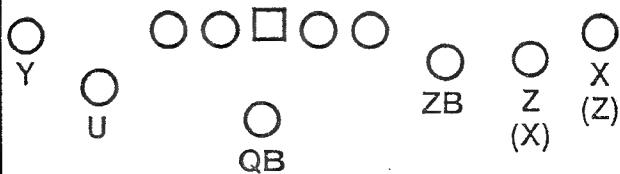
WEST WING LEFT SLOT (FLOP)



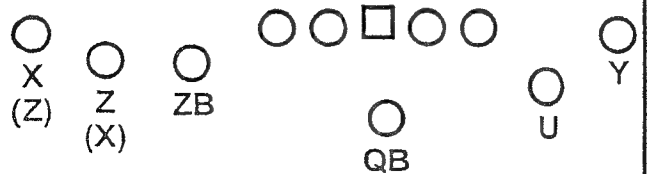
WEST WING RIGHT SLOT (FLOP)



TROOP WING LEFT SLOT (FLOP)



TROOP WING RIGHT SLOT (FLOP)

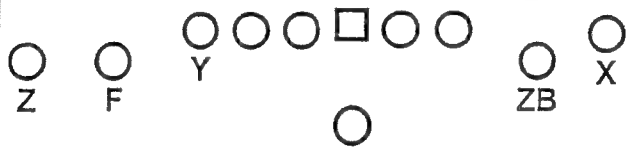


EMPTY FORMATIONS

| | |
|---|--|
| <p><u><RG/EG> EMPTY BUNCH LEFT</u></p> | <p><u><RG/EG> EMPTY BUNCH RIGHT</u></p> |
| <p><u><ZB/AC> EMPTY BUNCH LEFT</u></p> | <p><u><ZB/AC> EMPTY BUNCH RIGHT</u></p> |
| <p><u><TG> EMPTY BUNCH LEFT</u></p> | <p><u><TG> EMPTY BUNCH RIGHT</u></p> |
| <p><u><JM> BEYOND BUNCH RIGHT</u></p> | <p><u><JM> BEYOND BUNCH LEFT</u></p> |
| <p><u><JM> <TR> EMPTY BUNCH LEFT FLOP</u></p> | <p><u><JM> <TR> EMPTY BUNCH RIGHT FLOP</u></p> |

EMPTY FORMATIONS

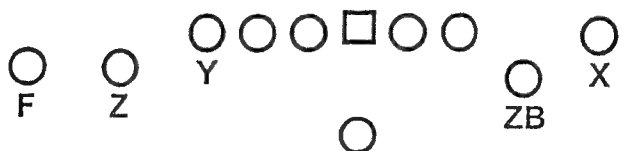
<ZB> EMPTY UPPER LEFT



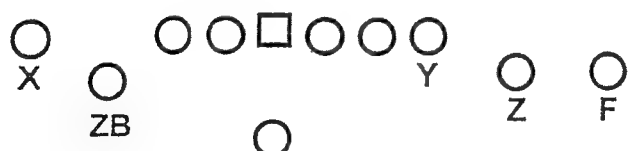
<ZB> EMPTY UPPER RIGHT



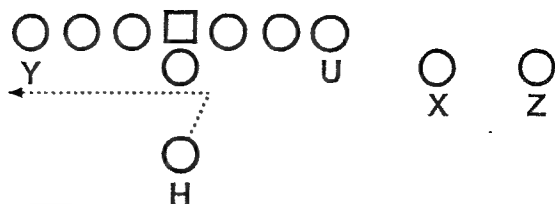
<ZB> EMPTY FARTHER LEFT



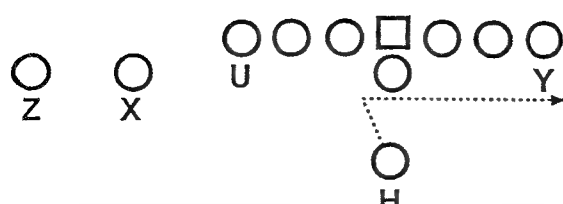
<ZB> EMPTY FARTHER RIGHT



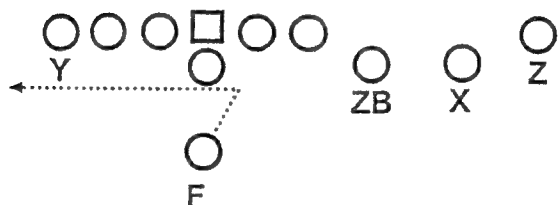
<TG> LEFT FLOP B LEFT



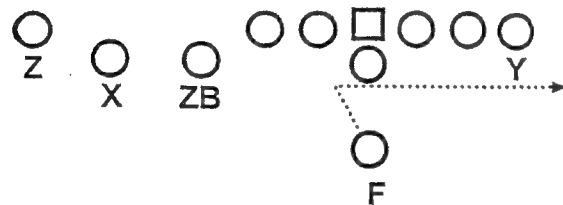
<TG> RIGHT FLOP B RIGHT



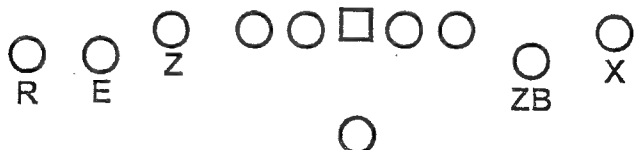
<ZB> WING LEFT FLOP B LEFT



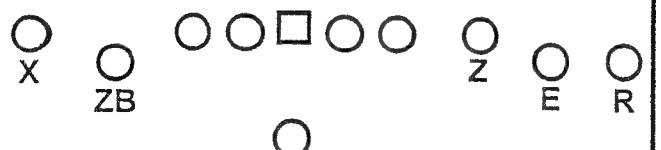
<ZB> WING RIGHT FLOP B RIGHT



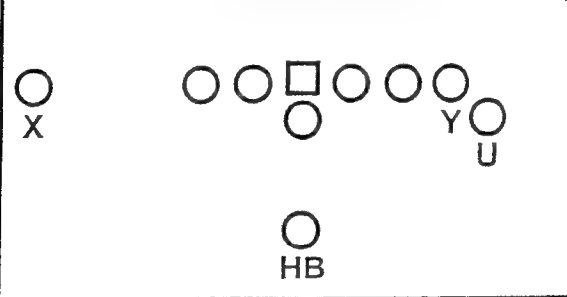

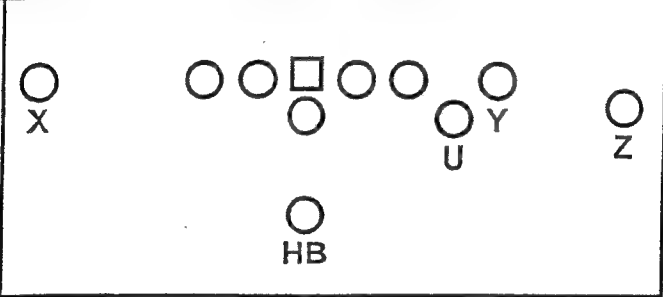
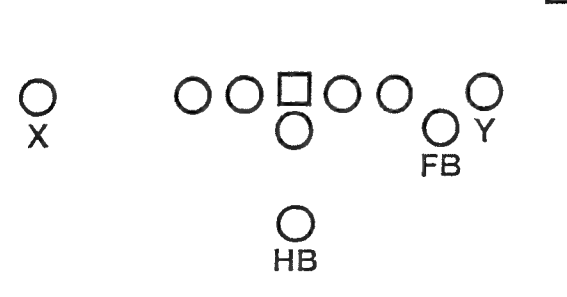
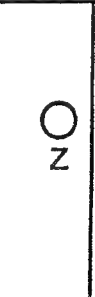
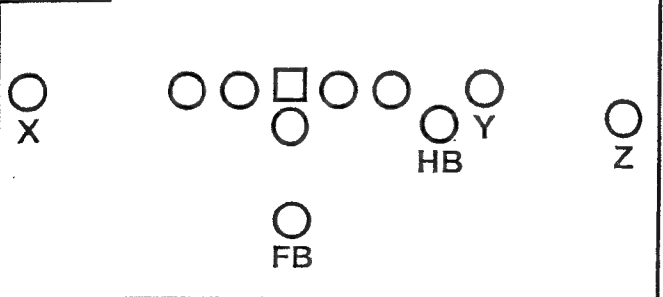
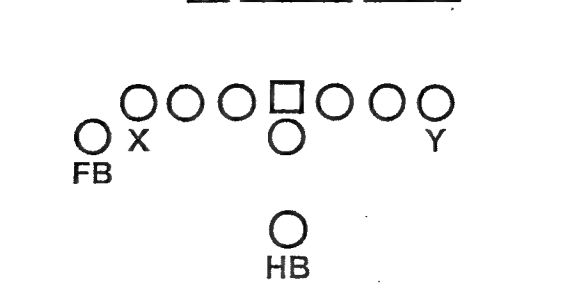
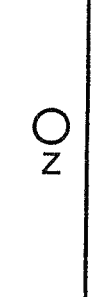
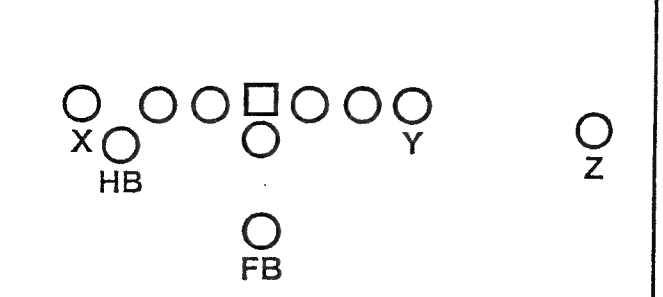
<BIG 5> EMPTY SPREAD LEFT



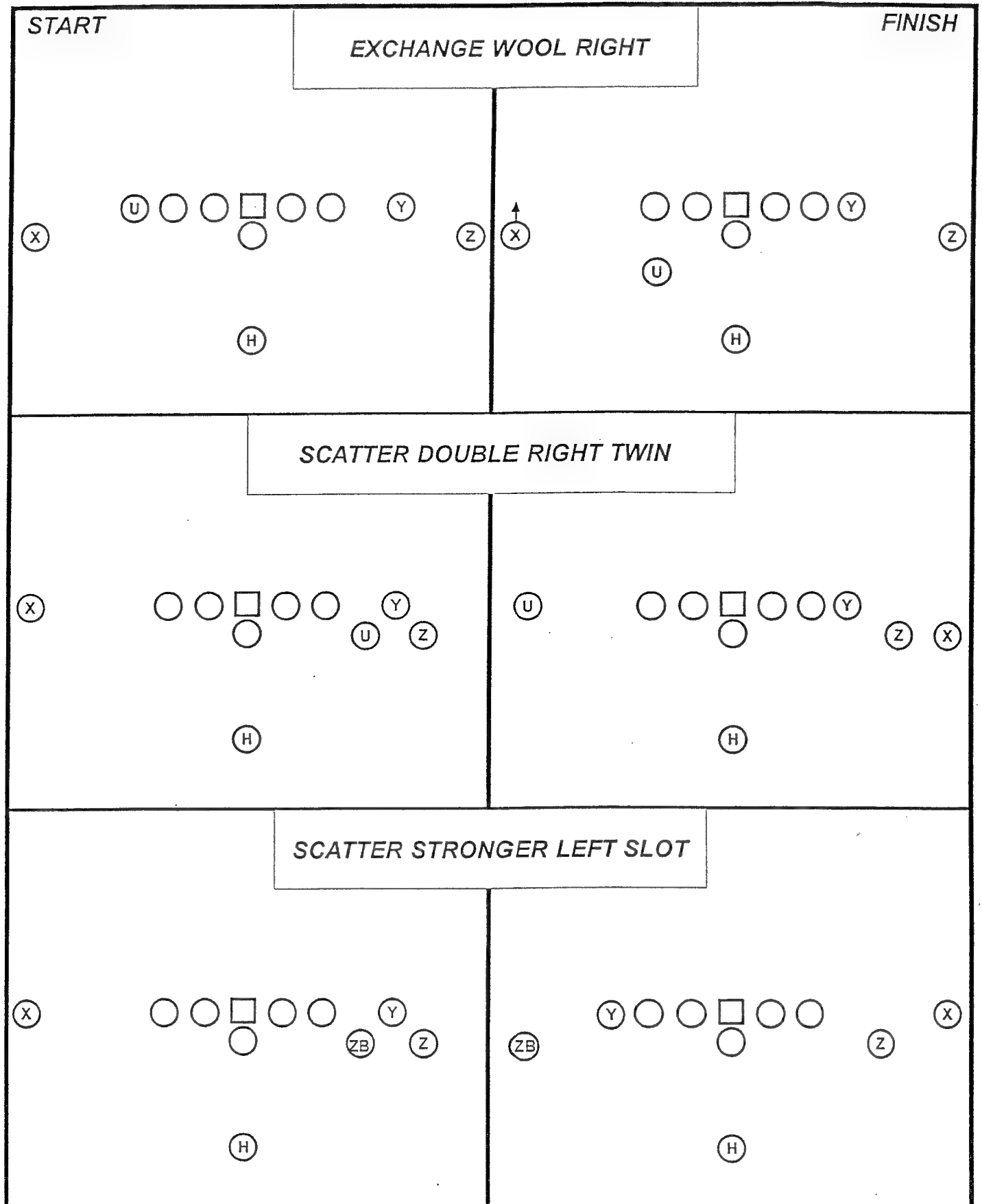
<BIG 5> EMPTY SPREAD RIGHT



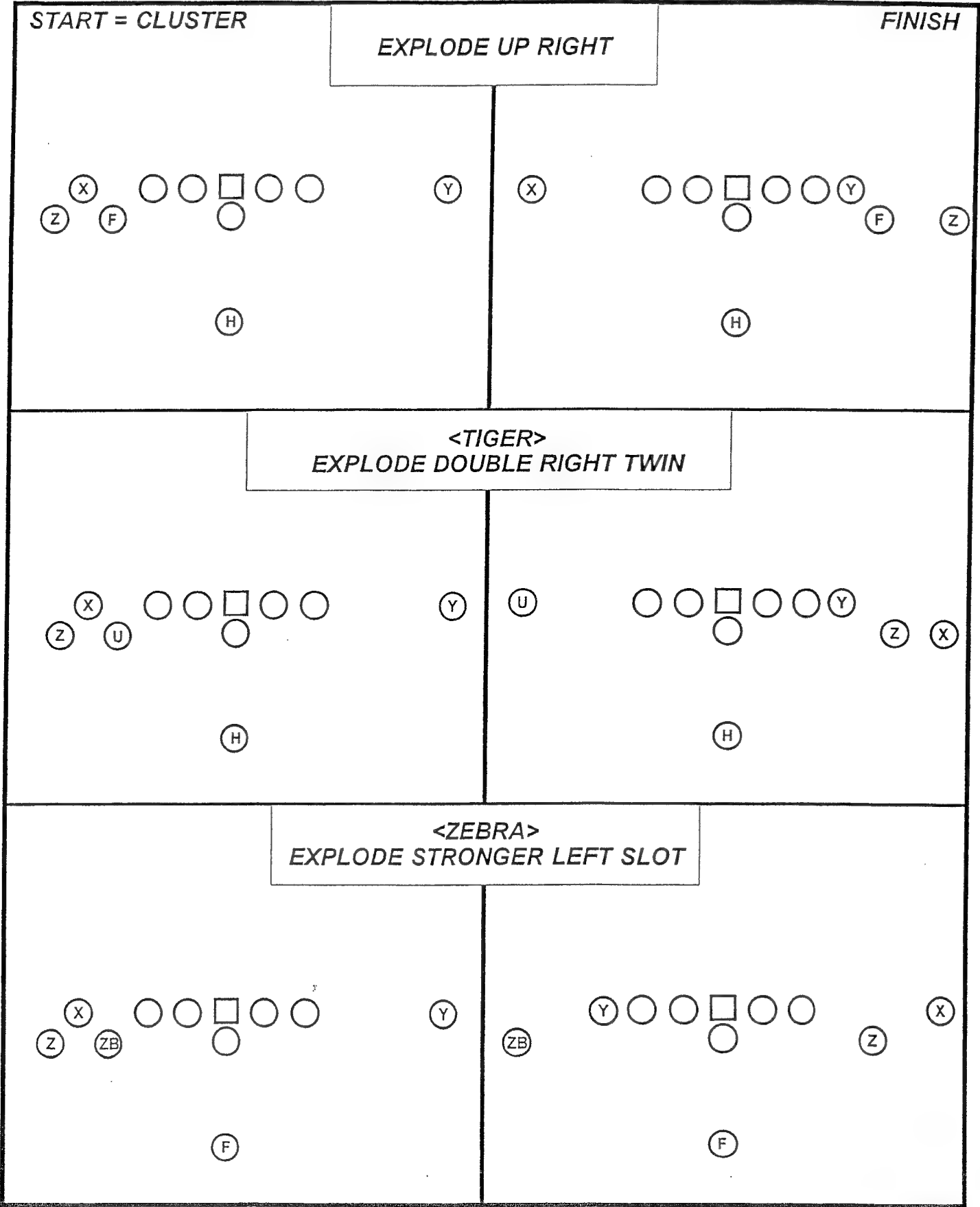
EAST - WEST // NORTH - SOUTH // PAIR - FLEX

| <u>WEST RIGHT</u> | TIGER | <u>EAST RIGHT</u> |
|---|---|--|
|  |  |  |
| <u>FB EAST RIGHT</u> | REGULAR | <u>HB EAST RIGHT</u> |
|  |  |  |
| <u>FB SOUTH RIGHT</u> | | <u>HB NORTH RIGHT</u> |
|  |  |  |
| | | |

NEW ORLEANS SAINTS 2004 FORMATION RECOGNITION



NEW ORLEANS SAINTS 2004
EXPLODE SHIFT



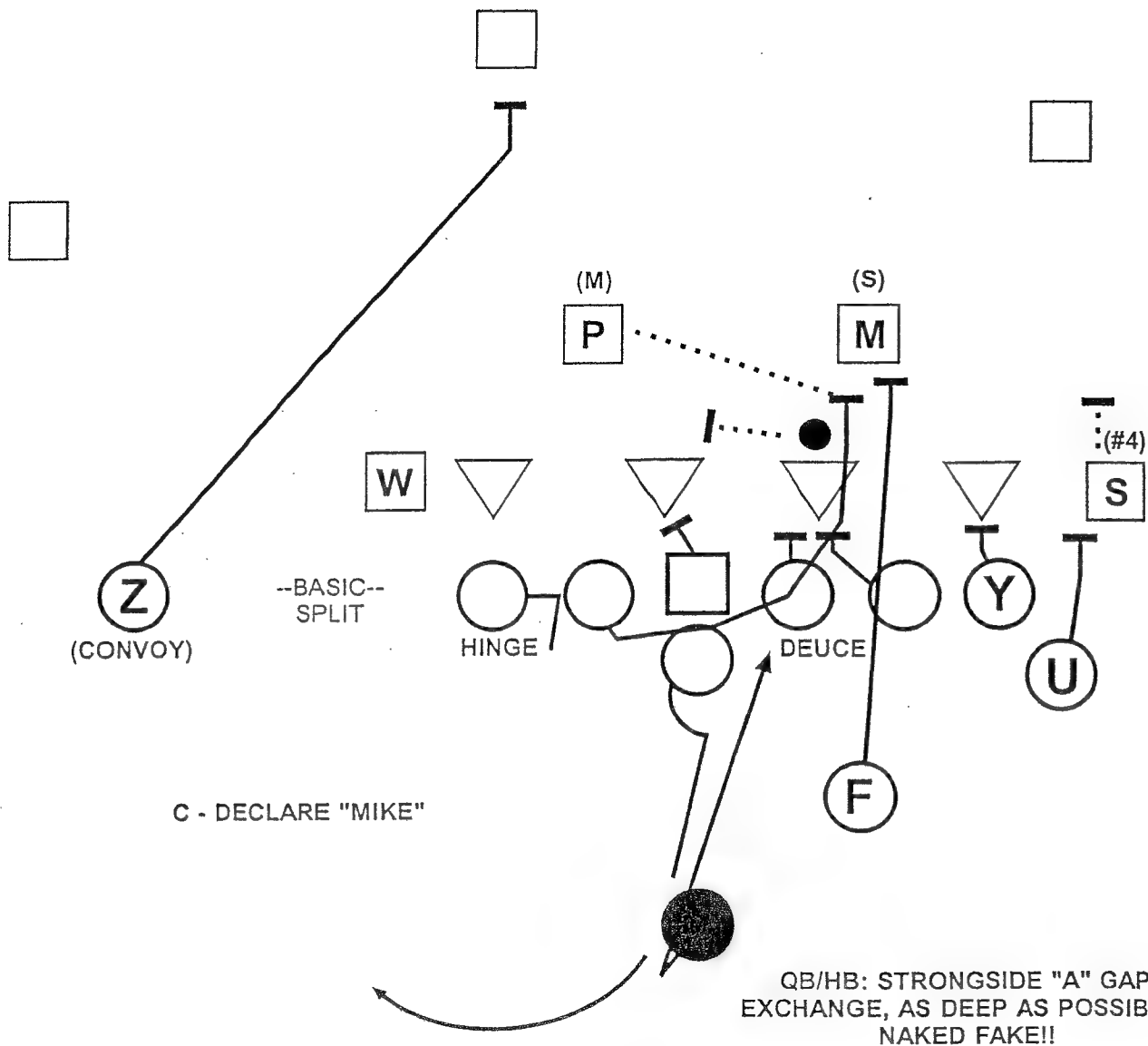
NEW ORLEANS SAINTS SY RUN GAME

JAB 96/97 POWER BANG SPOT

DEFENSE: 44 OVER

JUMBO
KING RIGHT (LEFT) PAIR
JAB 96 (97) POWER BANG SPOT

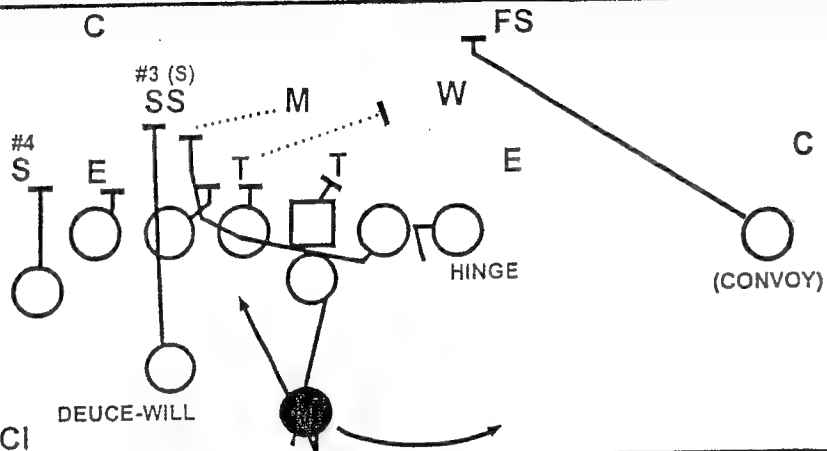
"RUN IT RUN"
SPOTTED RUN



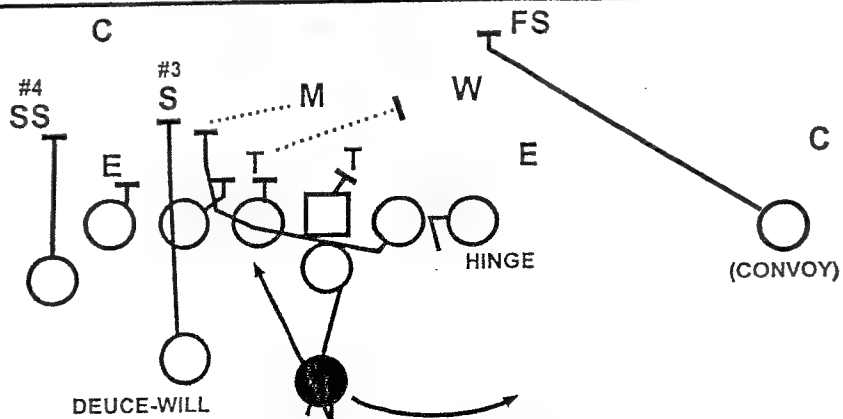
INSTALLATION #1
RUN

NEW ORLEANS SAINTS SY RUN GAME

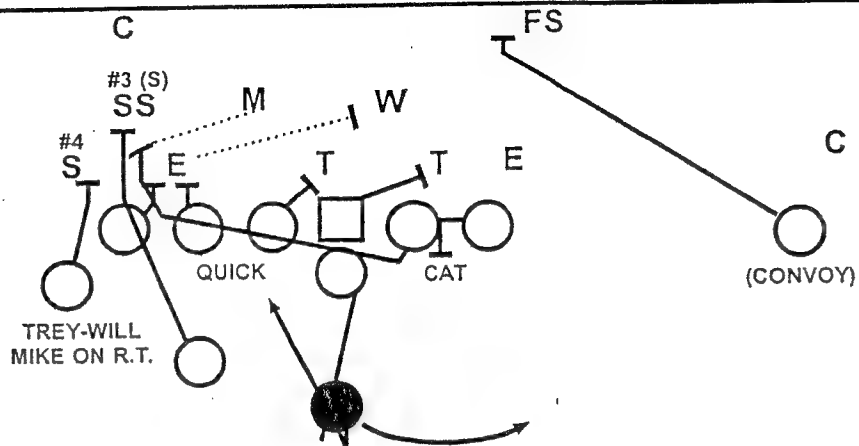
<JMB> KING PAIR JAB 96/97 POWER BANG SPOT



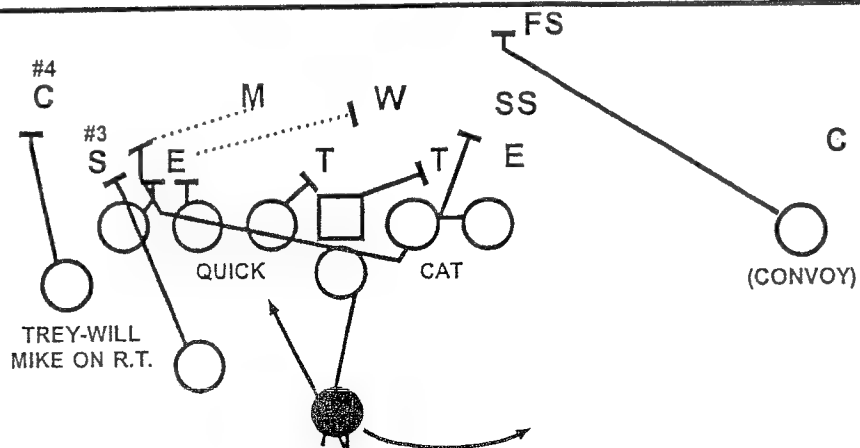
DEFENSE: 55 WIDE BRONCO



DEFENSE: 59 BRONCO



DEFENSE: 25 BRONCO



DEFENSE: 25 COLT

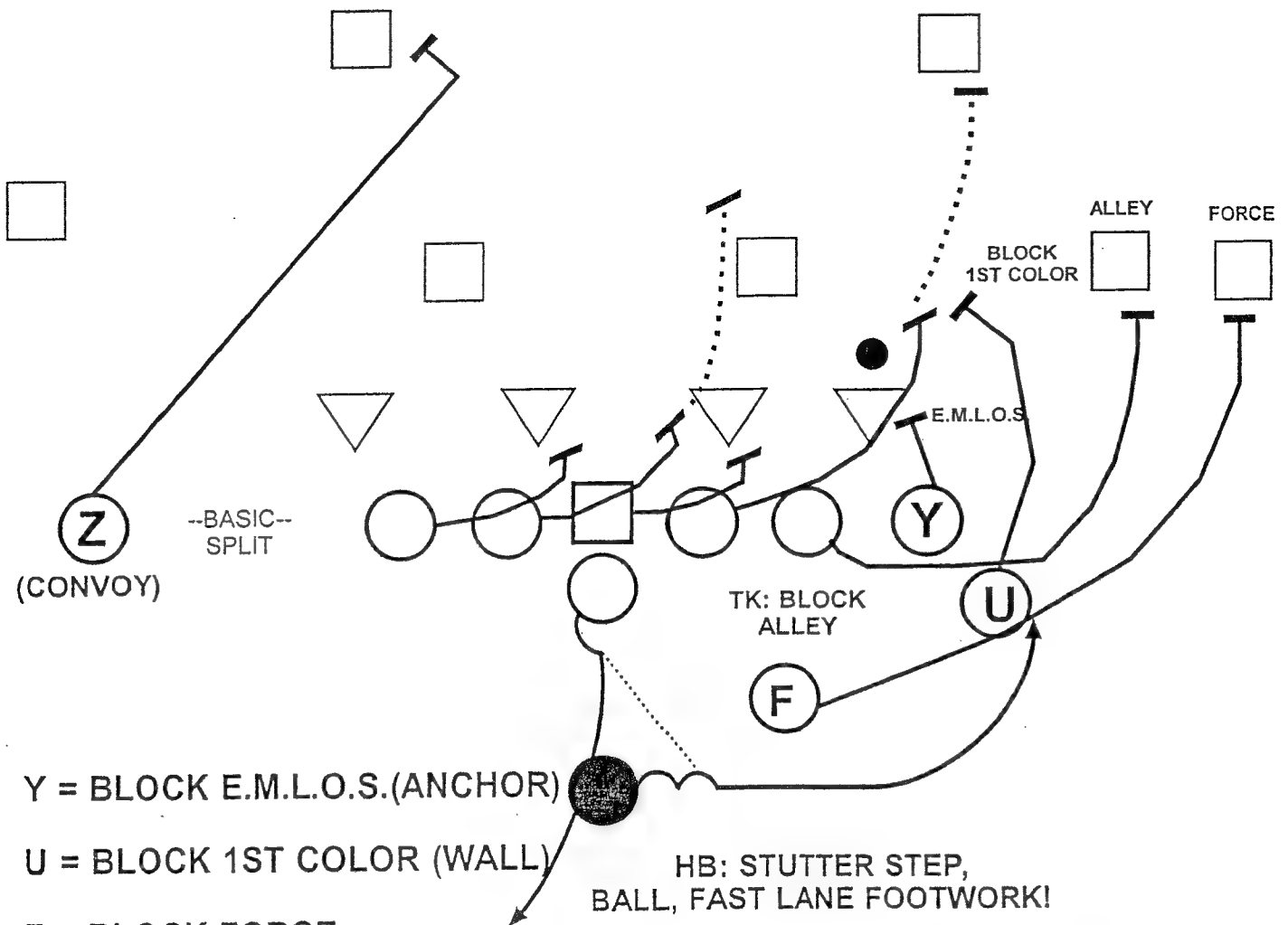
NEW ORLEANS SAINTS RUN GAME

**** 98/99 TAXI ****

DEFENSE: 59

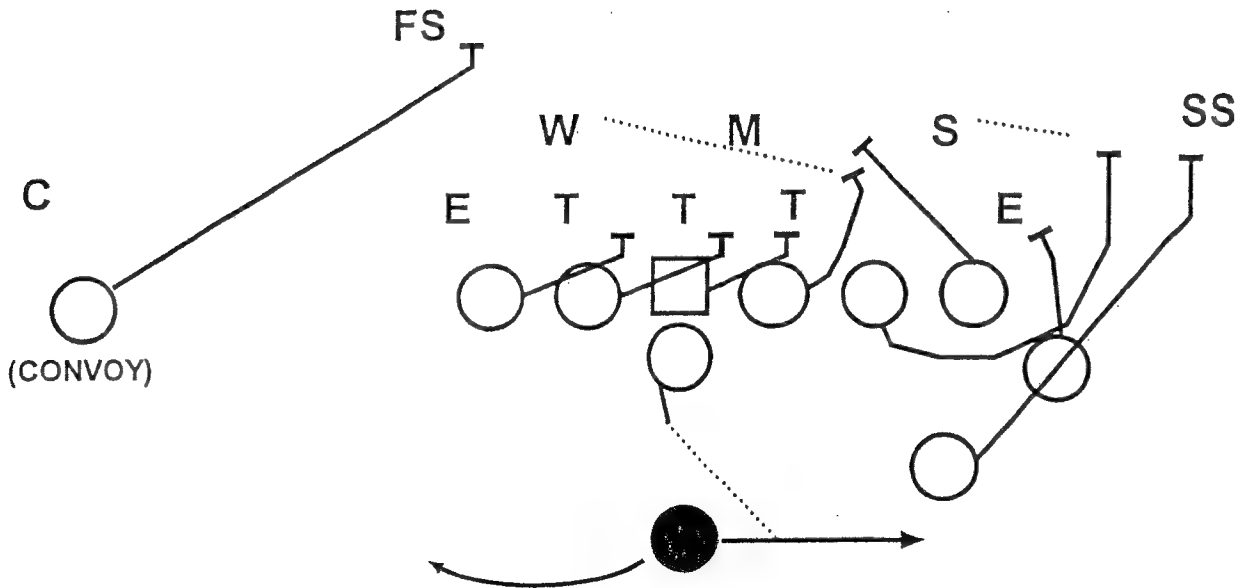
**JUMBO
KING PAIR RIGHT (LEFT)
98 (99) TAXI "Z KEY"**

"RUN IT RUN"

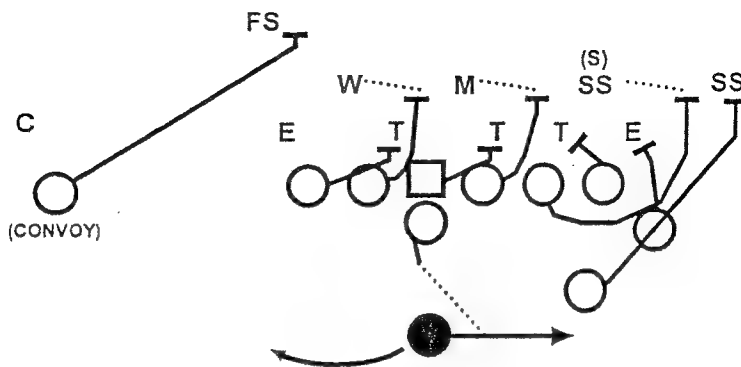


NEW ORLEANS SAINTS

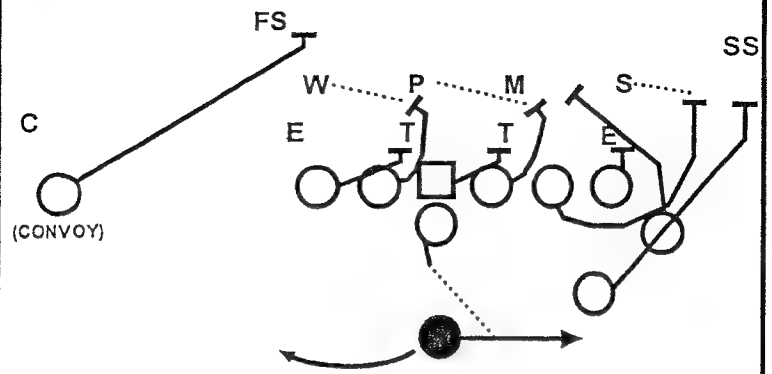
JUMBO KING RIGHT (LEFT) PAIR 98 (99) TAXI



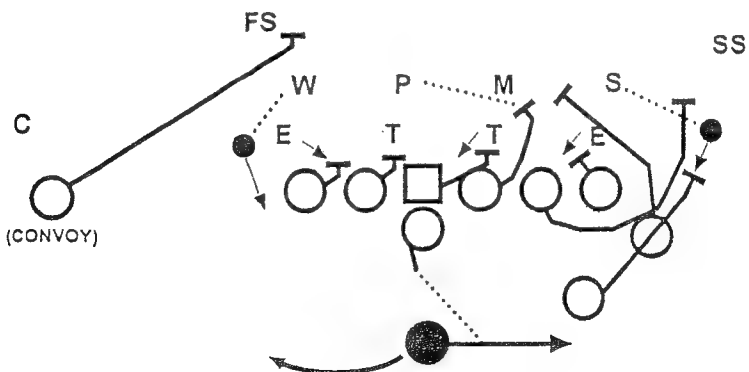
DEFENSE: 5-3 SINK



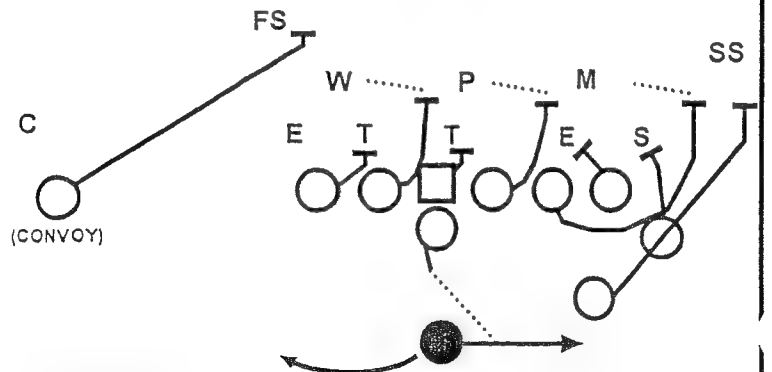
DEFENSE: 5-2 OVER



DEFENSE: 4-4 OVER



DEFENSE: 44 OVER SAW



DEFENSE: 4-4 UNDER COLT

NOTES :

94/95 SLASH JACK

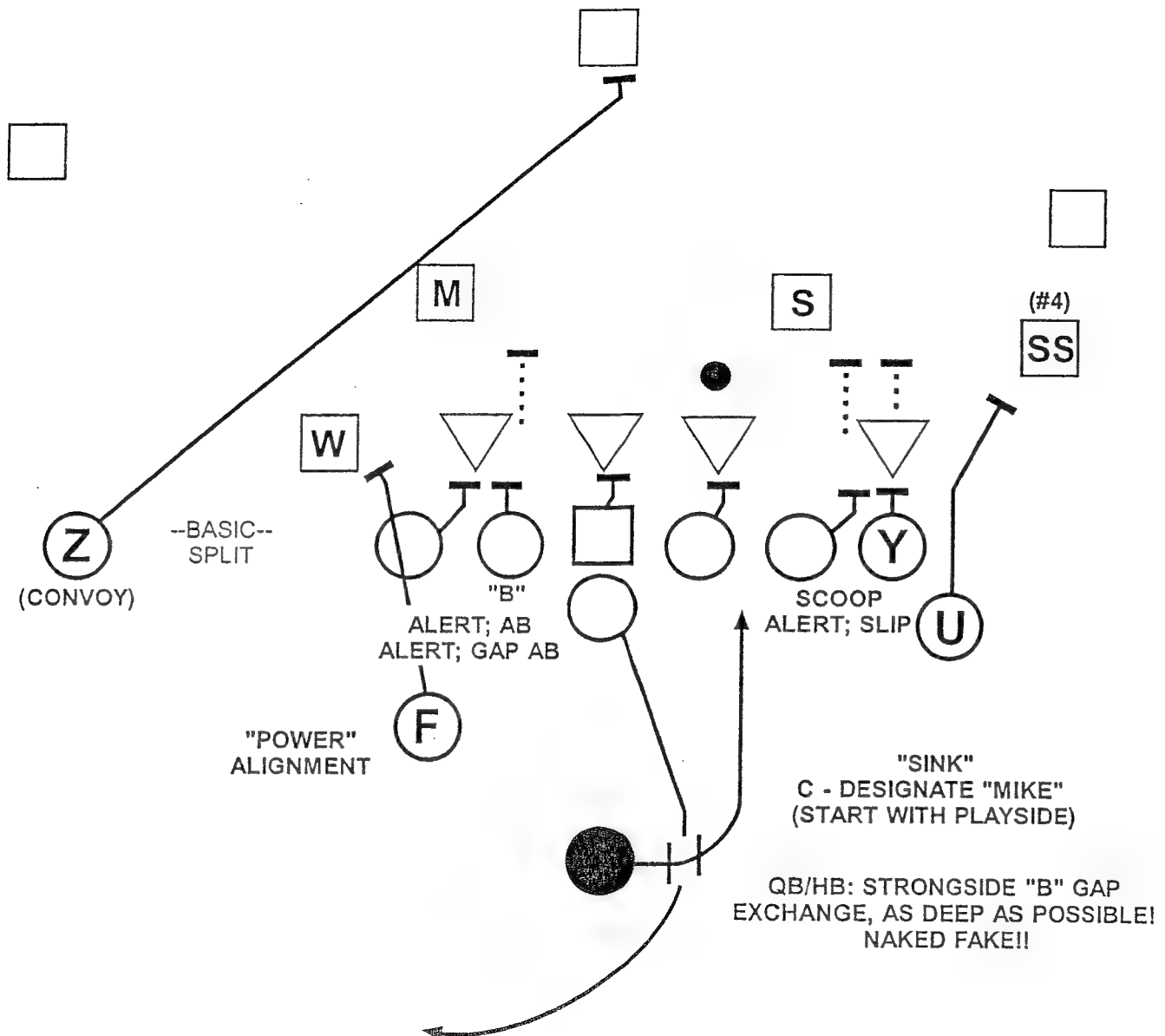
**JUMBO
QUEEN RIGHT (LEFT) PAIR
94 (95) SLASH JACK**

"RUN IT RUN"

*POSSIBLE = "SPOTTED"

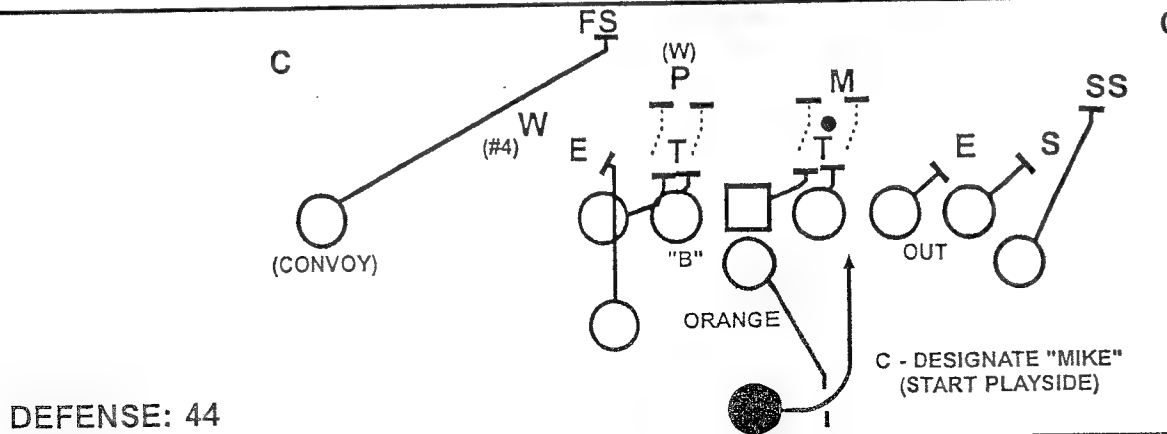
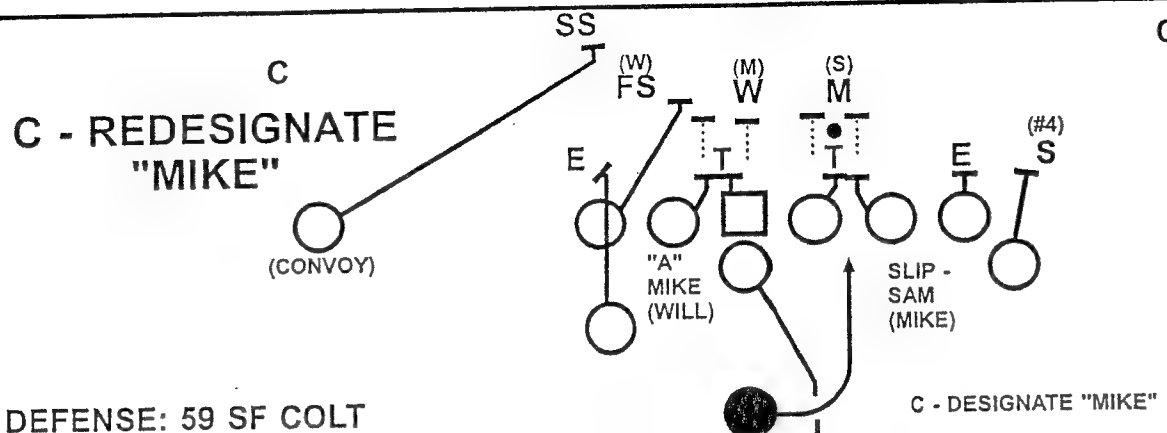
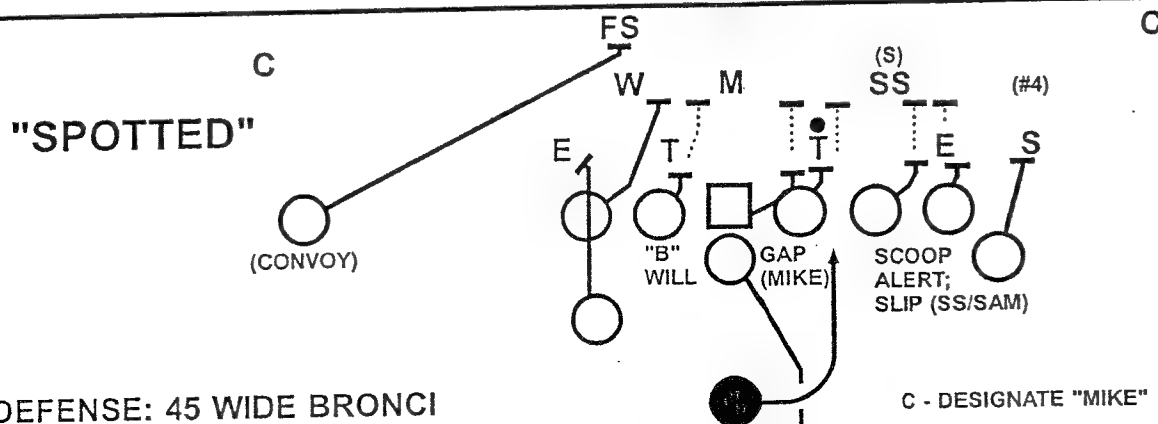
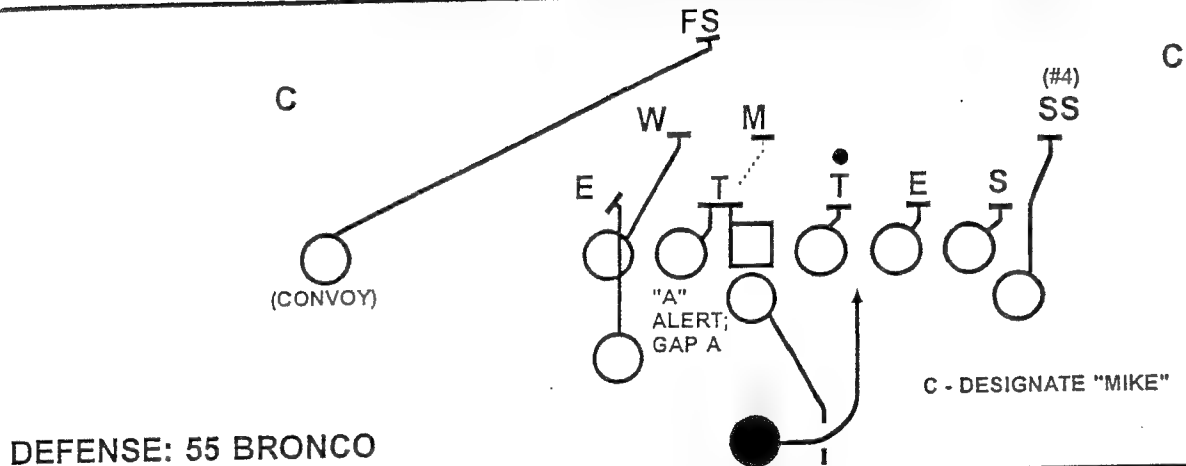
```
*POSSIBLE = "DECLARATION REDESIGNATION"
```

*ALERT: "RED OVER" TO 95 (94) BOB



NEW ORLEANS SAINTS SY RUN GAME

<JUMBO> 94 (95) SLASH JACK



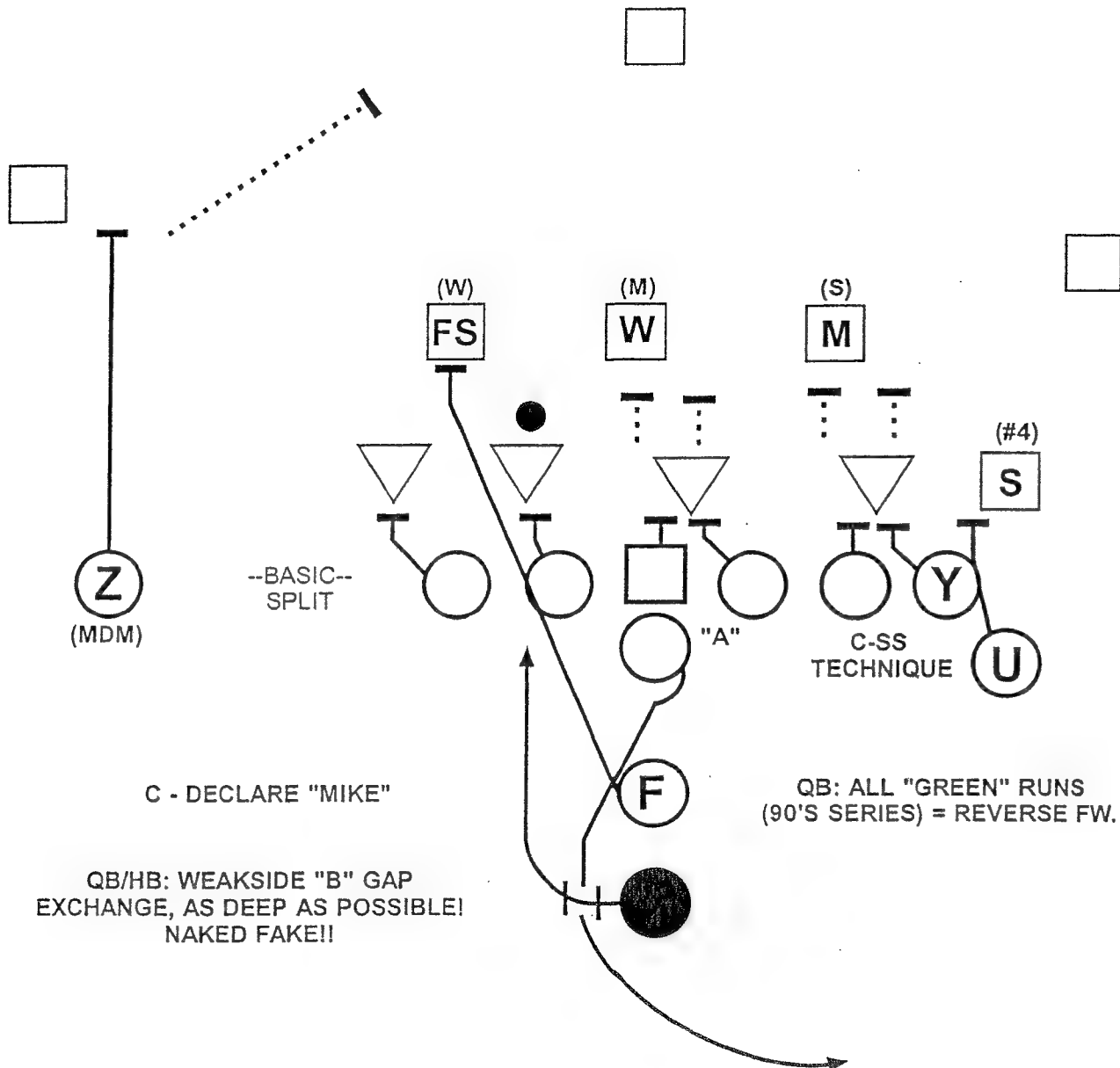
NEW ORLEANS SAINTS SY RUN GAME

**** 95/94 BOB SPOT ****

DEFENSE: 25 COLT

**JUMBO
GREEN RIGHT (LEFT) PAIR
95 (94) BOB SPOT**

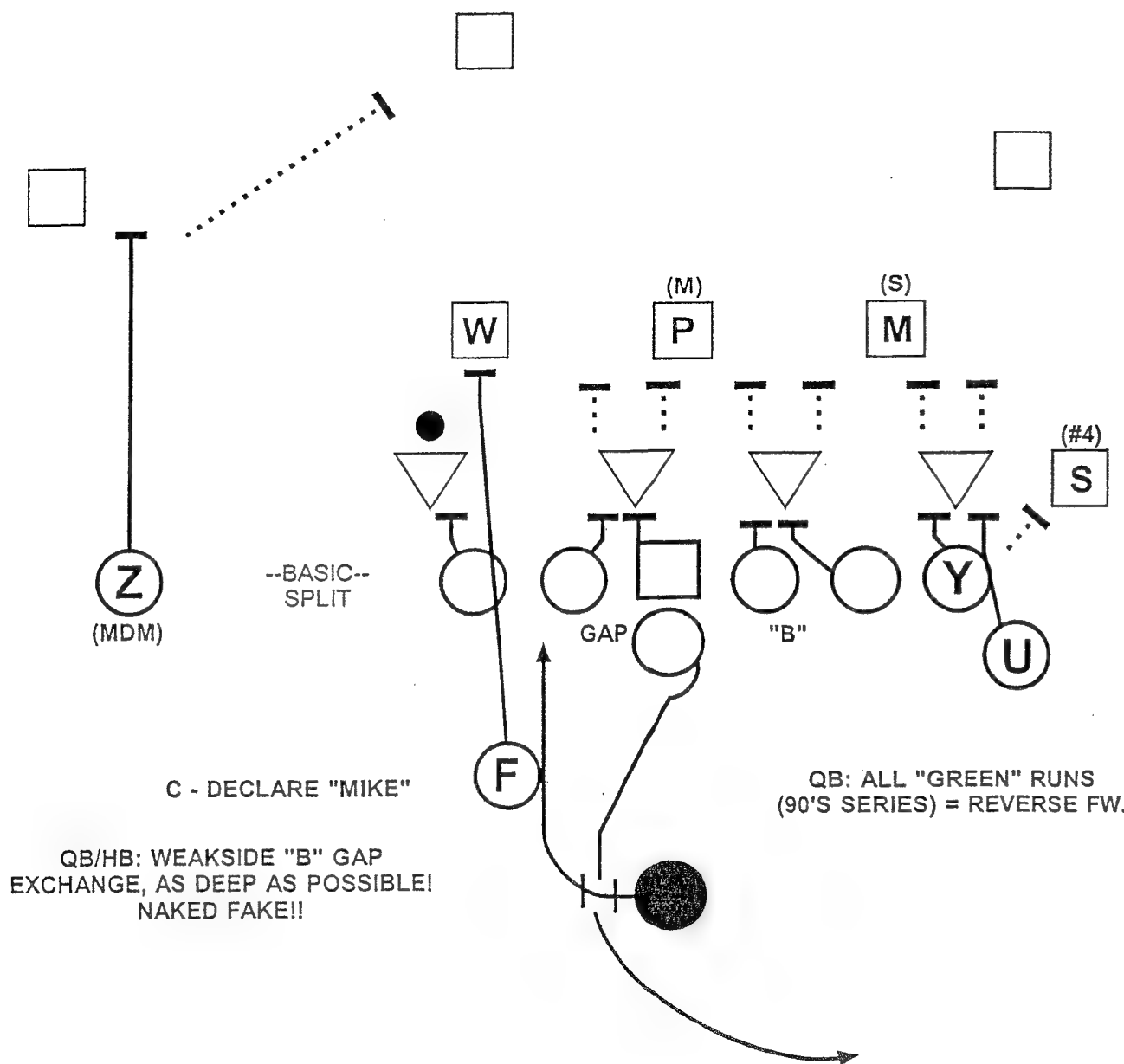
"RUN IT RUN"
SPOTTED RUN



**** 95/94 BOB SPOT ****

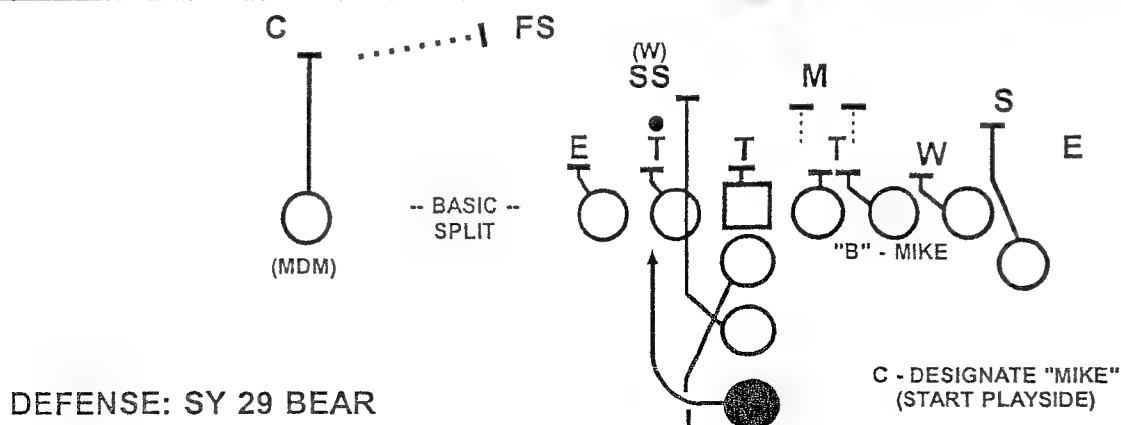
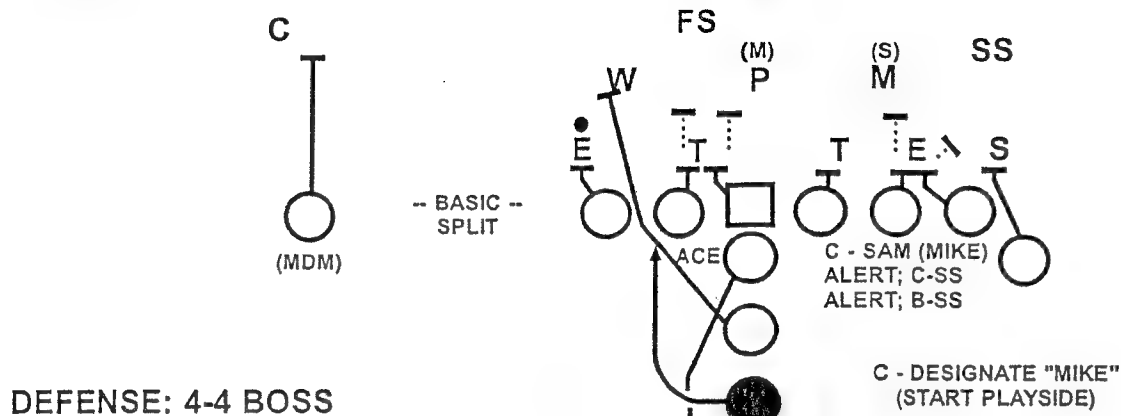
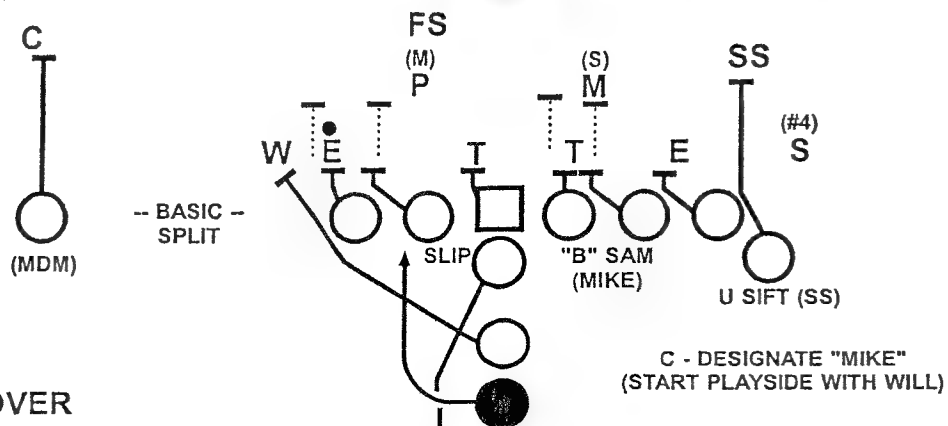
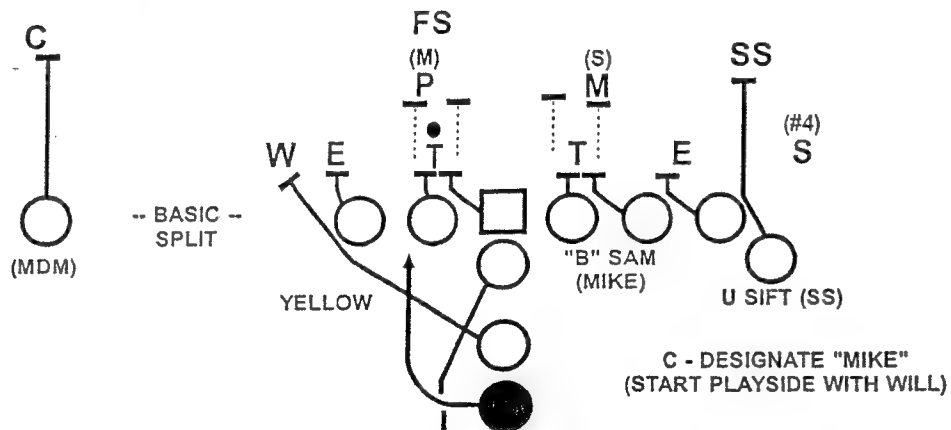
OSS JUMBO
 QUEEN RIGHT (LEFT) PAIR
 95 (94) BOB SPOT

"RUN IT RUN"
SPOTTED RUN



NEW ORLEANS SAINTS SY RUN GAME

<JUMBO> GREEN PAIR 95 (94) BOB SPOT



NEW ORLEANS SAINTS SY RUN GAME

95/94 BOB TESS SPOT

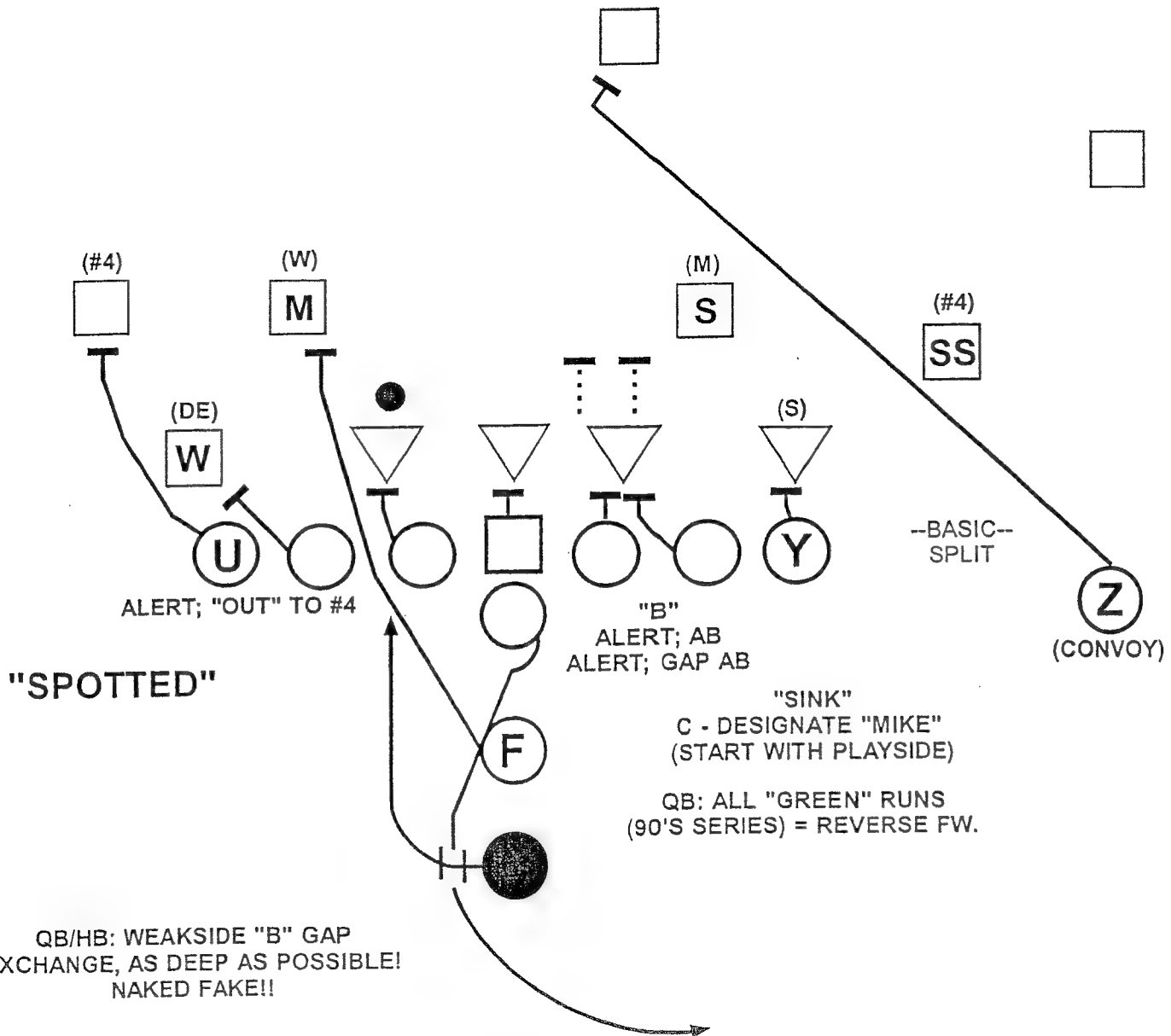
DEFENSE: 57 SINK

JUMBO
QUEEN RIGHT (LEFT)
95 (94) BOB TESS SPOT "Z KEY"

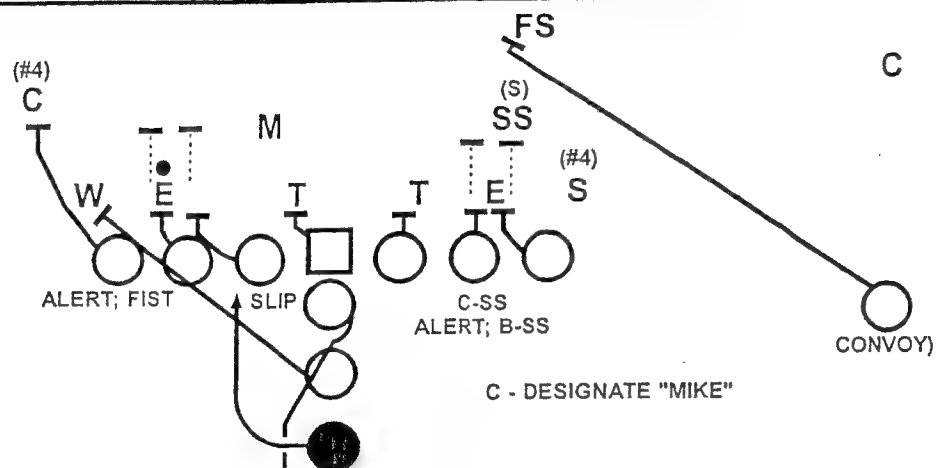
"RUN IT RUN"

*POSSIBLE = "SPOTTED"

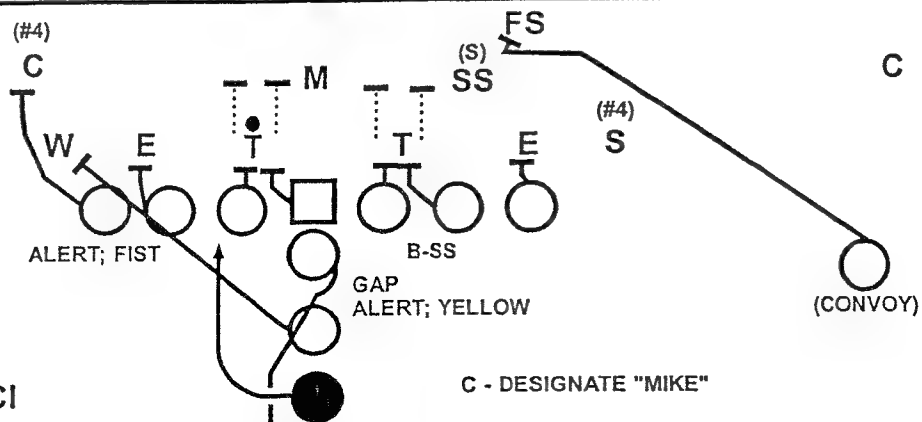
*POSSIBLE = "DECLARATION REDESIGNATION"



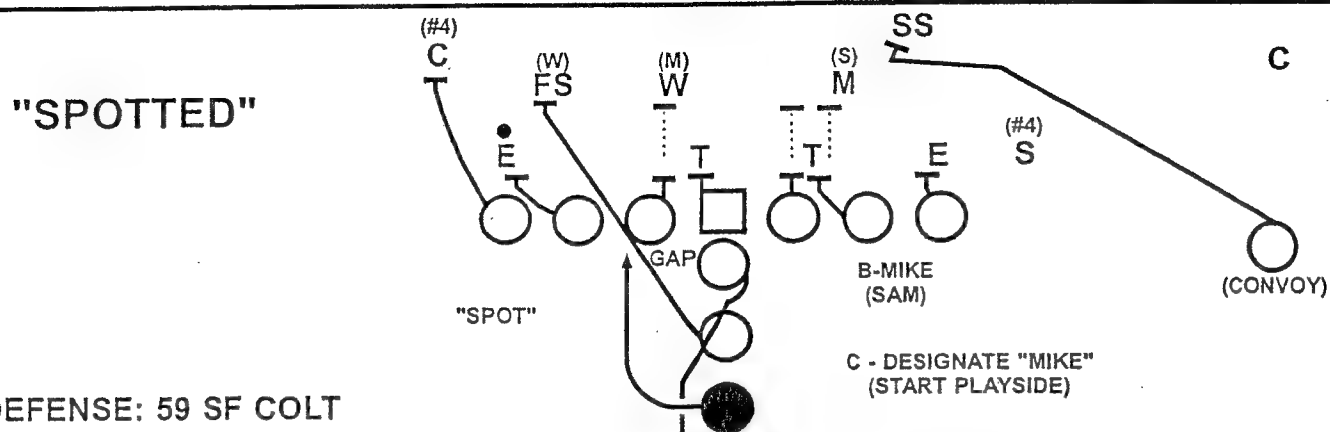
<JUMBO> 95 (94) BOB TESS SPOT



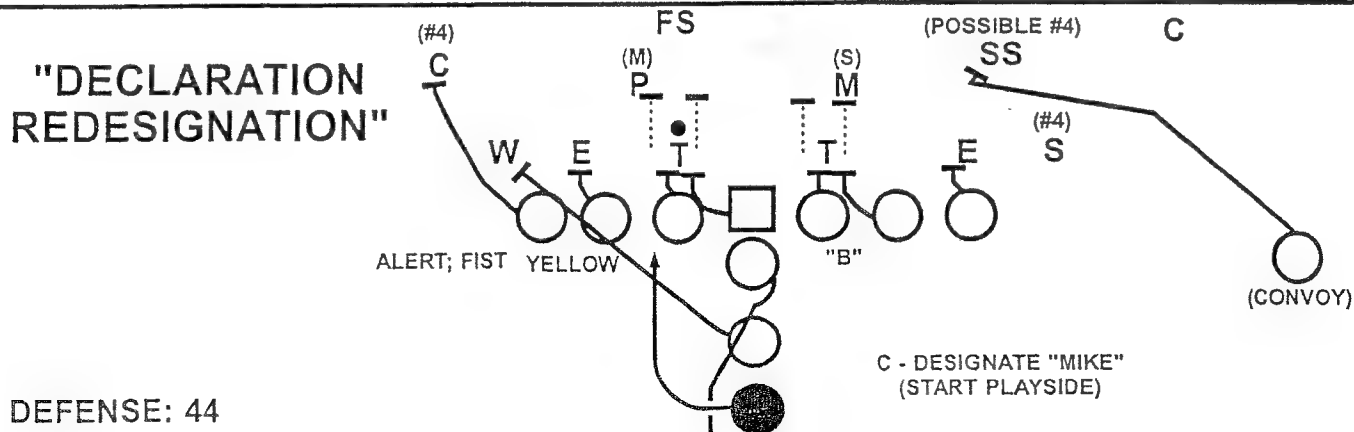
DEFENSE: 53 BRONCI



DEFENSE: 43 WIDE BRONCI



DEFENSE: 59 SF COLT



DEFENSE: 44

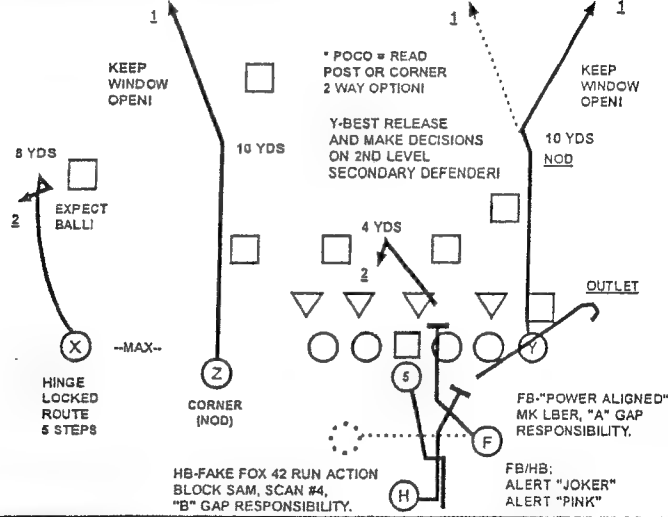
NEW ORLEANS SAINTS

RZ #3

+20 TO +16

QUEEN RIGHT SLOT "FUZZ" FOX 2 (3) Y-POCO

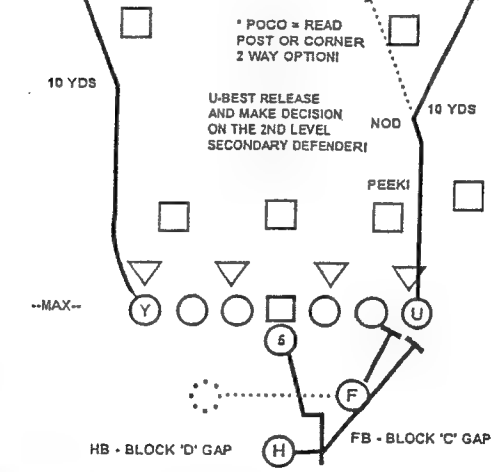
*NOTE: ALL ORIGIN
SHIFTS ARE ASSUMED!



+20 TO +16

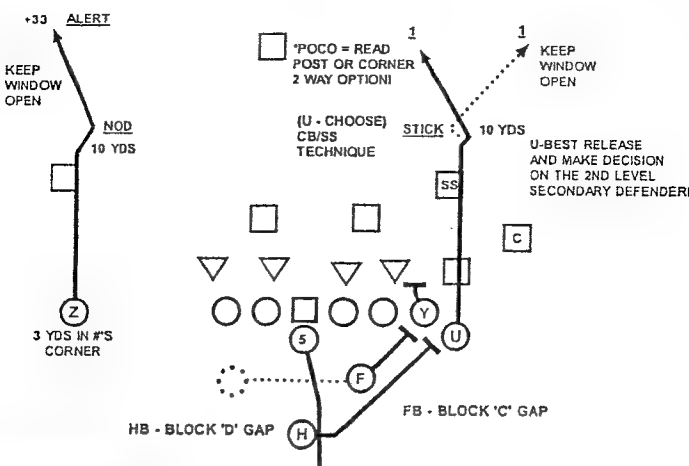
<JMB> KING LEFT "FUZZ" FOX 6 U POCO Z HINGE (Y CORNER)

*NOTE: ALL ORIGIN
SHIFTS ARE ASSUMED!



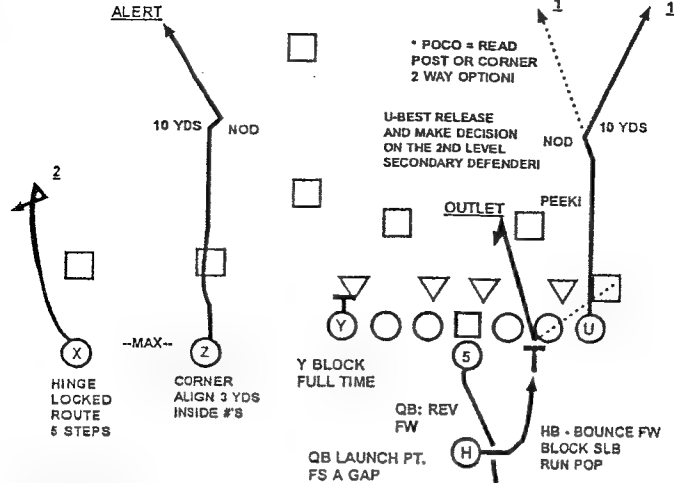
+20 TO +16

<JMB> QUEEN RIGHT PAIR "FUZZ" FOX 6 "SOLID" U POCO Z CORNER



+20 TO +16

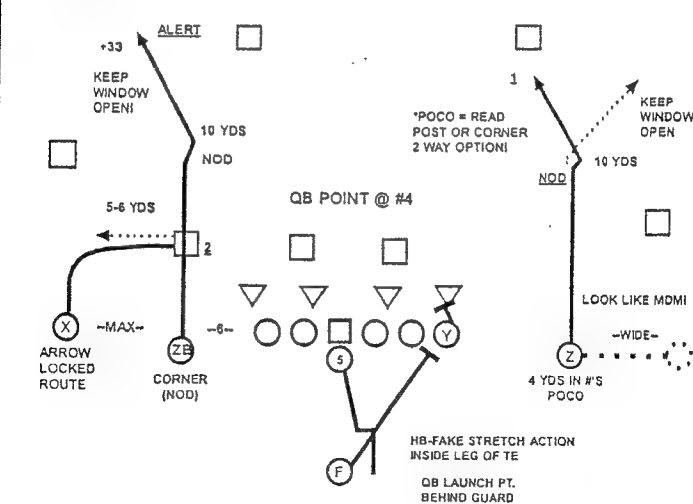
<TG> LEFT TWIN PASS 94 BOB U POCO X HINGE



+20 TO +16

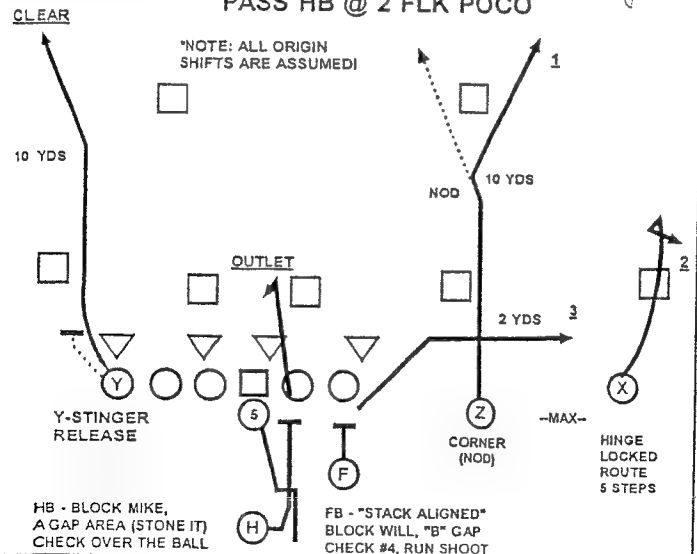
<ZB> "ZIP" WIDE RIGHT ACT 6 SOLID Z POCO X ARROW

*NOTE: ALL ORIGIN
SHIFTS ARE ASSUMED!



+20 TO +16

QUEEN LEFT SLOT *Full Progression* PASS HB @ 2 FLK POCO





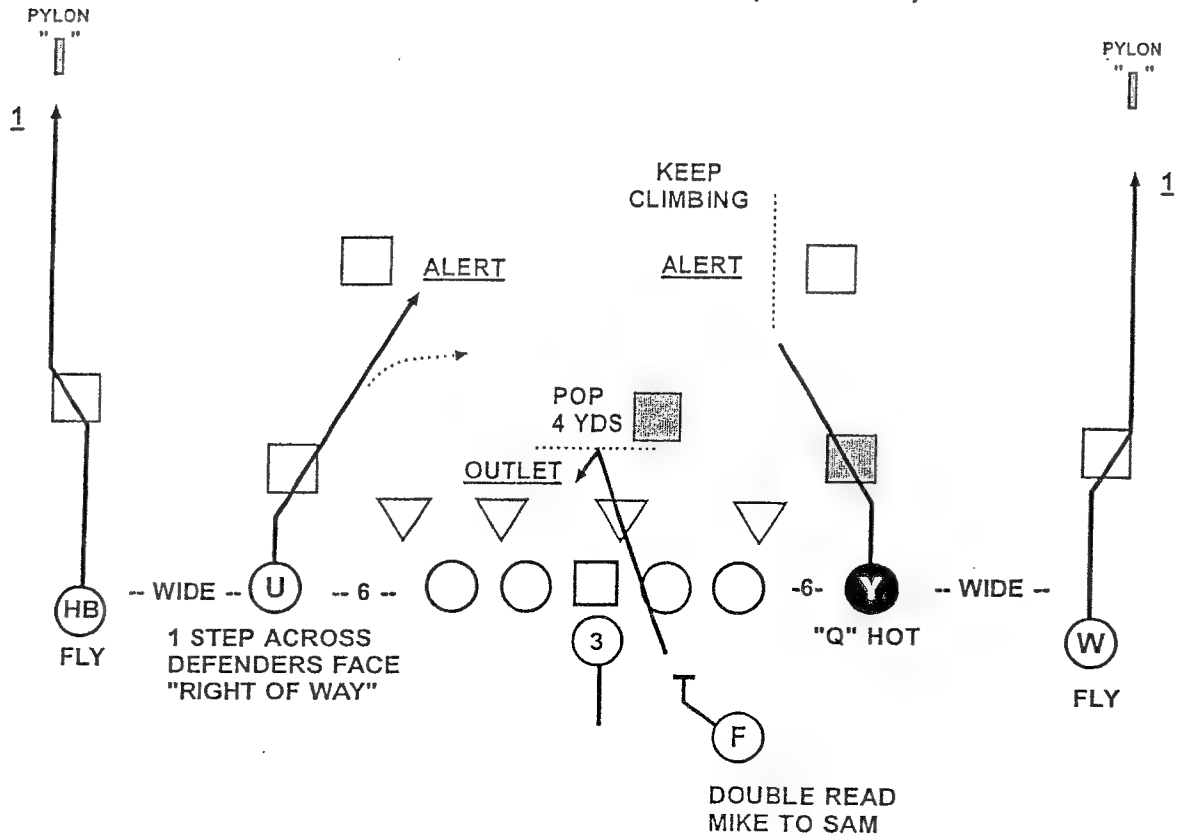
MINI CAMP

NEW ORLEANS SAINTS
FOOTBALL 2004

INSTALLATION #1
PASS

NEW ORLEANS SAINTS

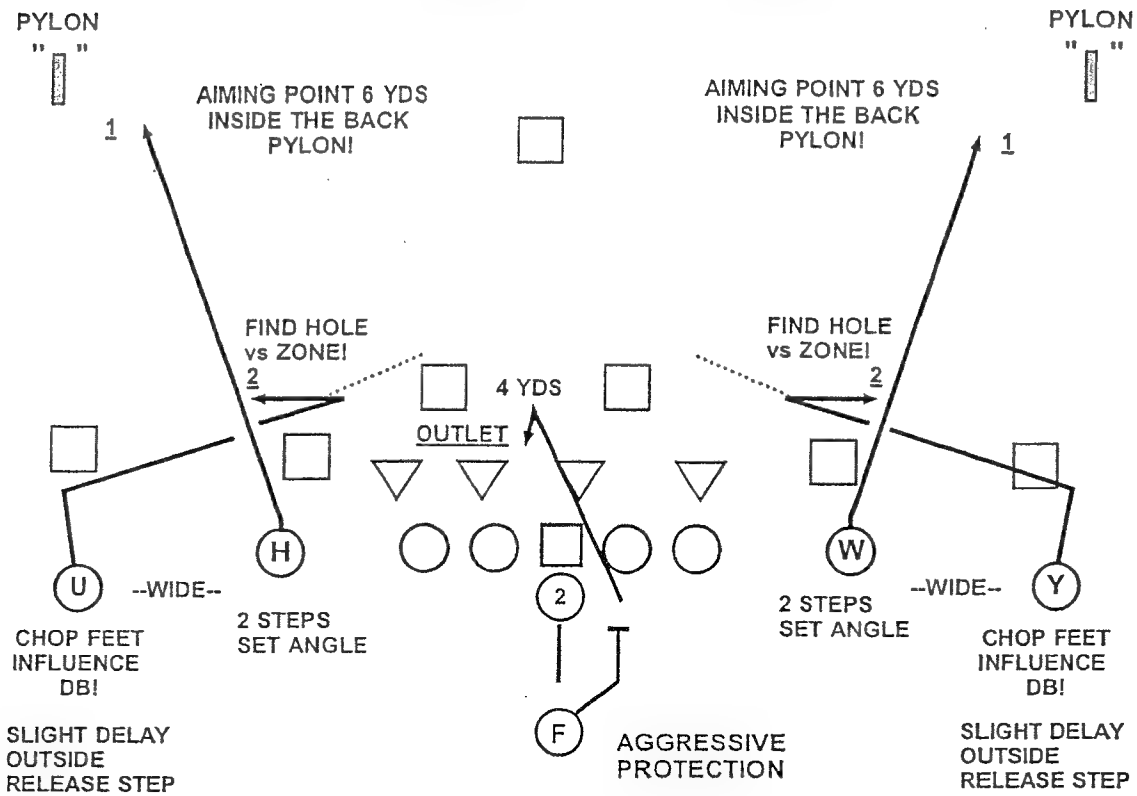
<TANK>
 "SHIFT" WIDER RIGHT (LEFT) OPEN
 200 (300) JET LOOK FLY (FB POP)



NOTES:

NEW ORLEANS SAINTS

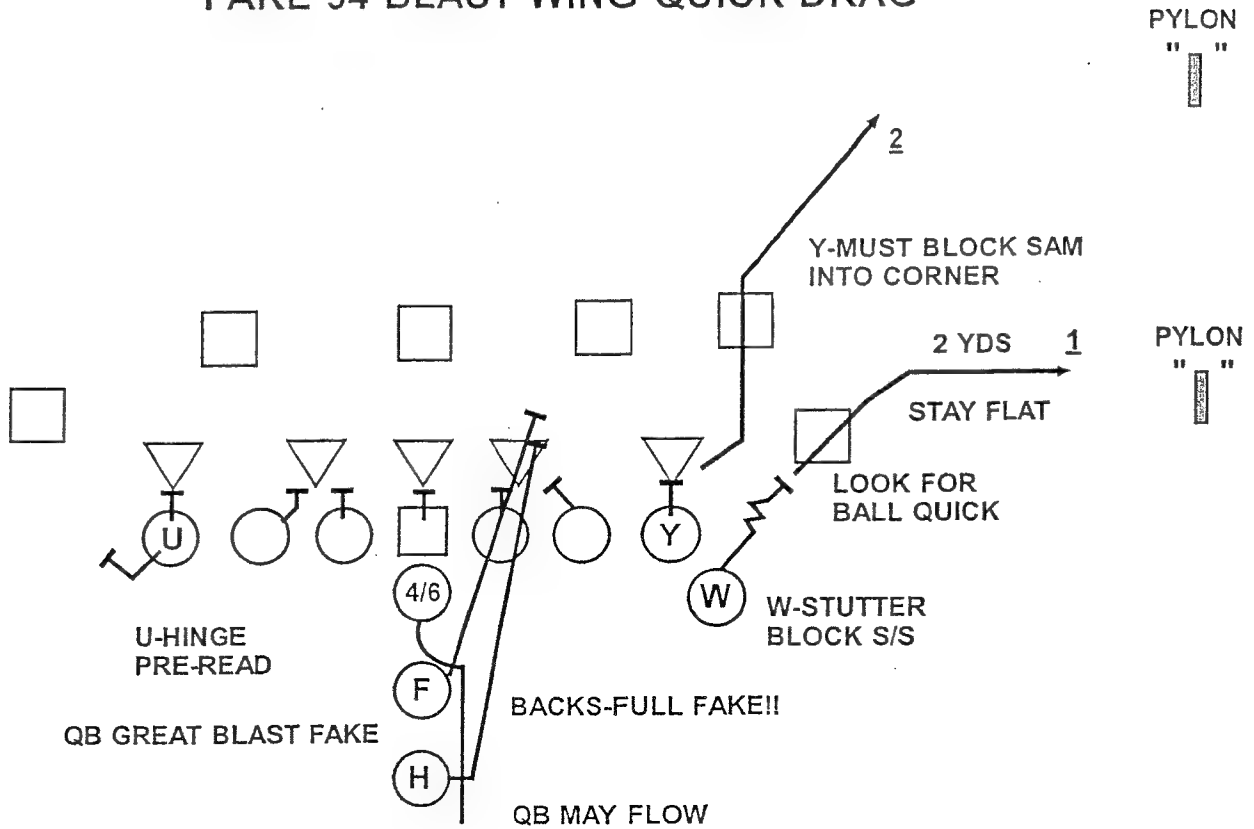
<TANK>
SHIFT WIDE RIGHT (LEFT) OUTSIDE
200 (300) JET BOTH RACE



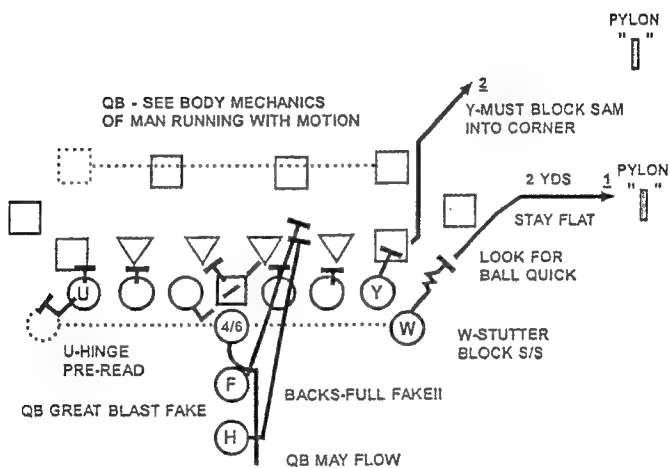
NOTES:

NEW ORLEANS SAINTS

<TANK> (WING MOTION) GREEN RIGHT FAKE 94 BLAST WING QUICK DRAG



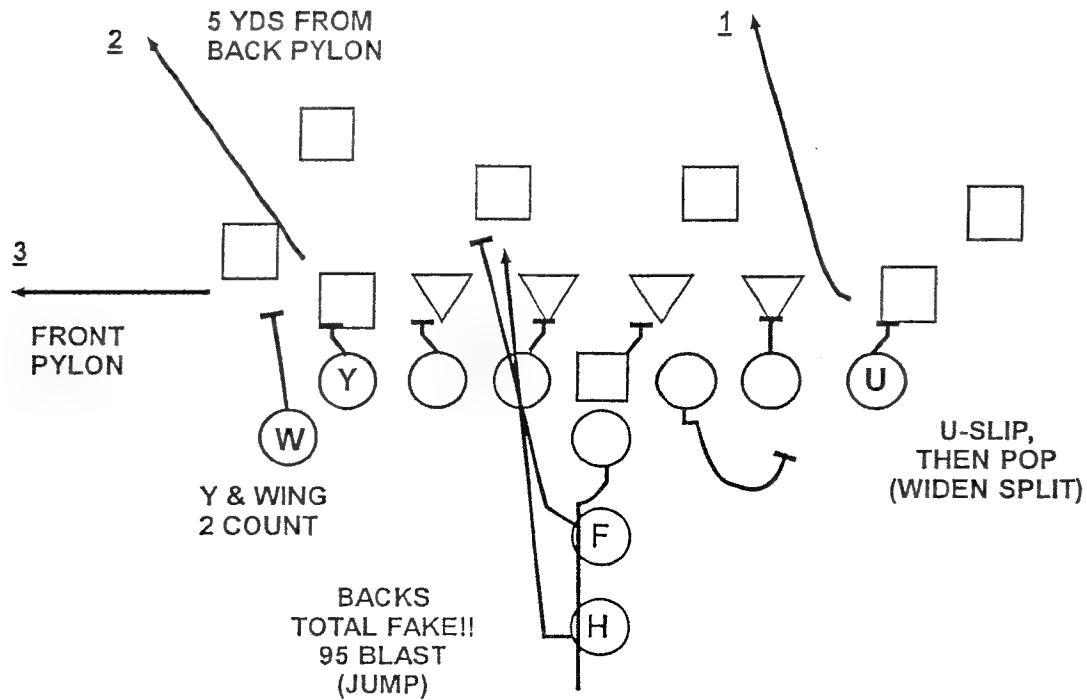
<TANK> WING MOTION GREEN RIGHT FAKE 94 BLAST WING QUICK DRAG



NOTES:

NEW ORLEANS SAINTS

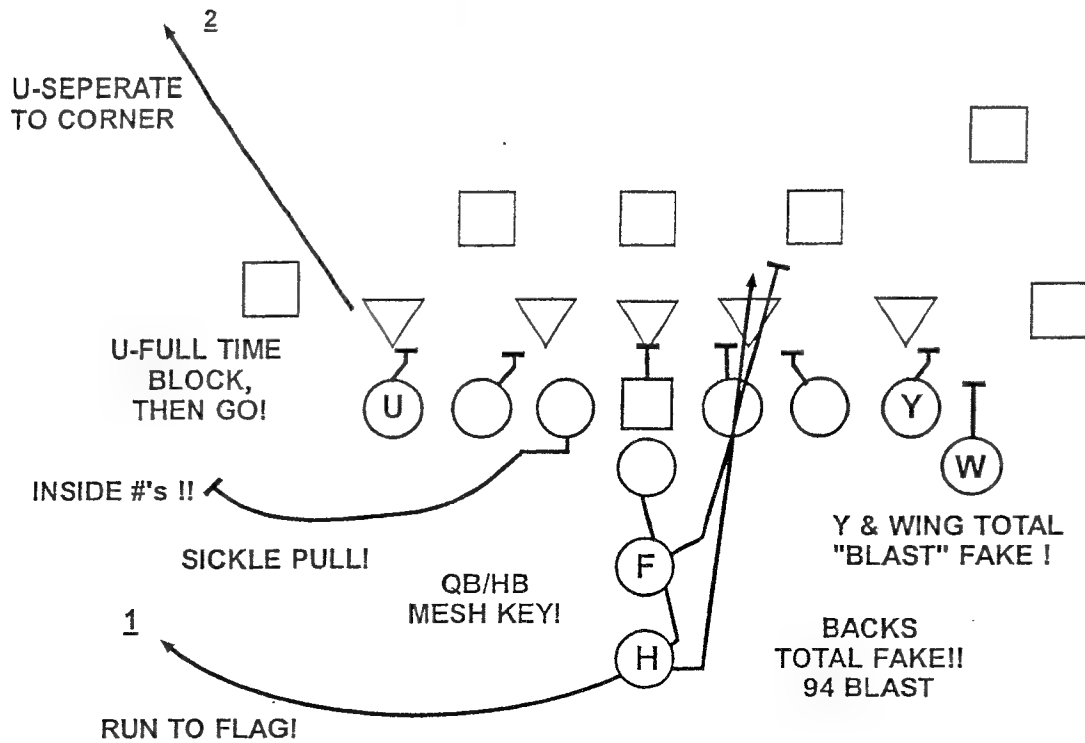
<TANK>
GREEN LEFT
FAKE 95 BLAST U-POP (Y & WING SLAM)



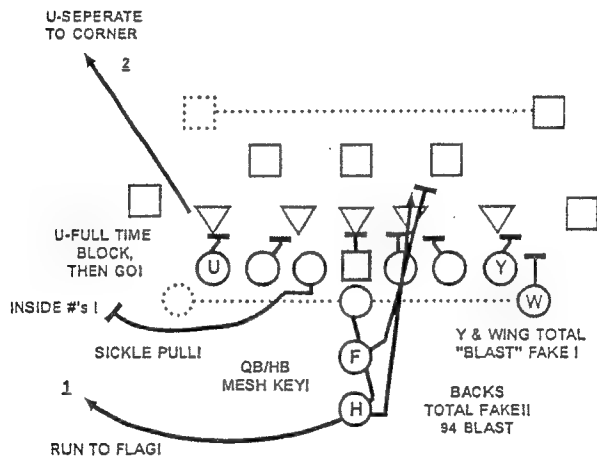
OTES:

NEW ORLEANS SAINTS

<TANK> WING MOTION GREEN RIGHT (LEFT) FAKE 94 (95) BLAST WAGGLE LEFT (RIGHT)

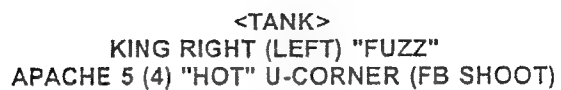


<TANK> WING MOTION GREEN RIGHT (LEFT) FAKE 94 (95) BLAST WAGGLE LEFT (RIGHT)



NOTES:

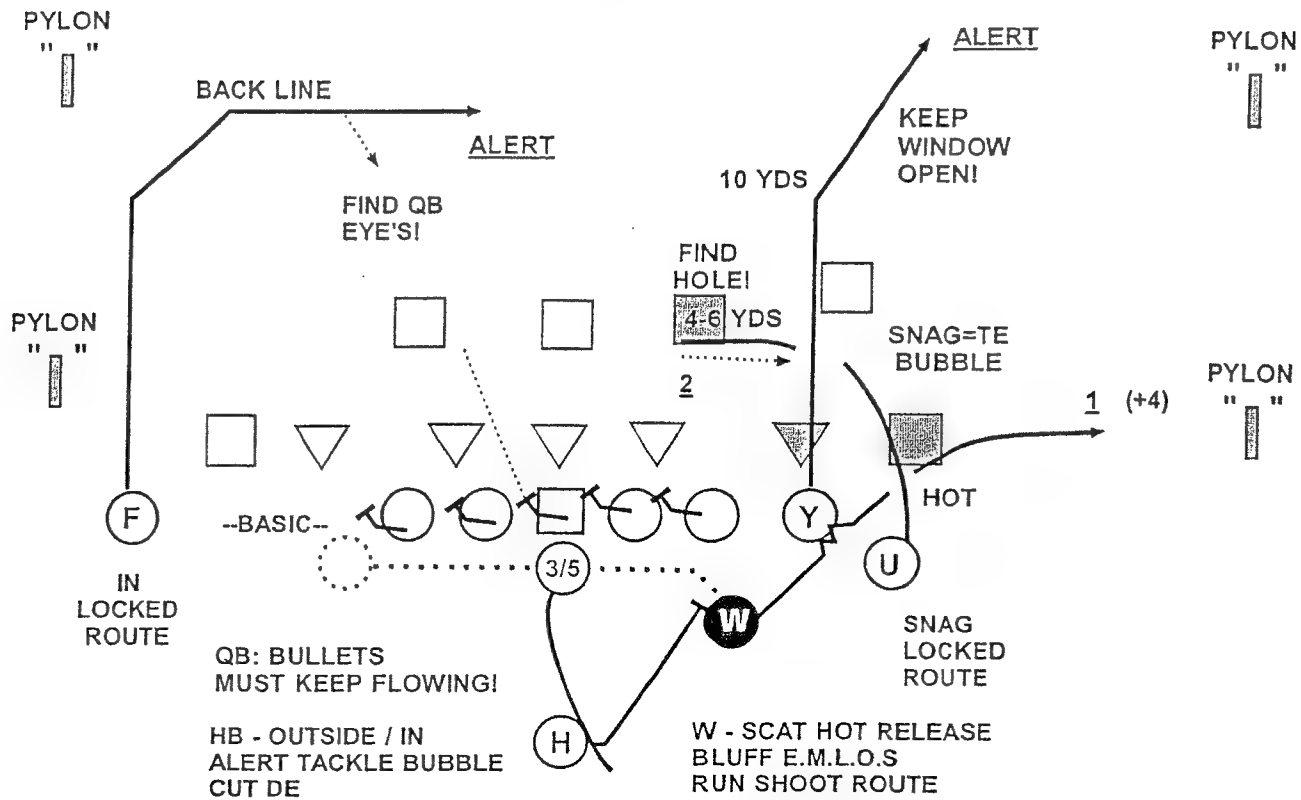
<TANK>
(WING SHIFT) QUEEN LEFT (RIGHT)
APACHE 4 (5) "HOT" U-CORNER (FB SHOOT)



NEW ORLEANS SAINTS

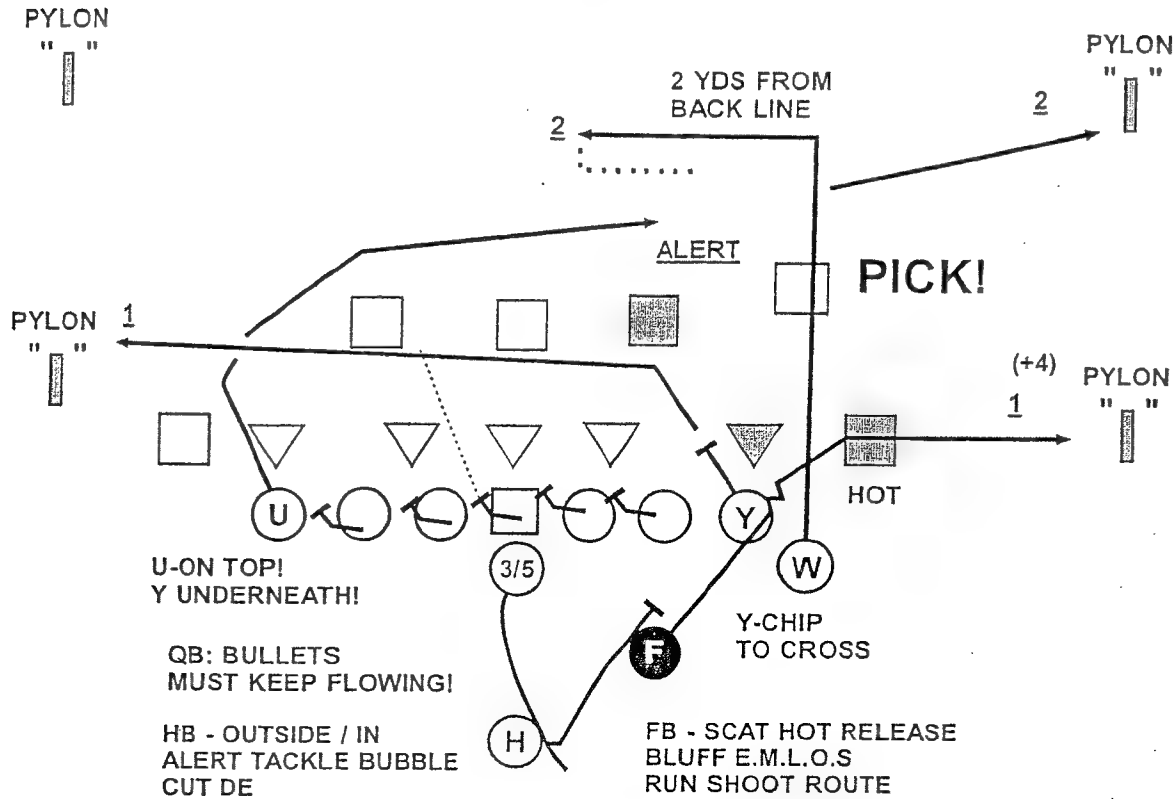
<TANK>

SHIFT BEYOND WING MOTION WEST
HORSE 4 (5) "HOT" U SNAG

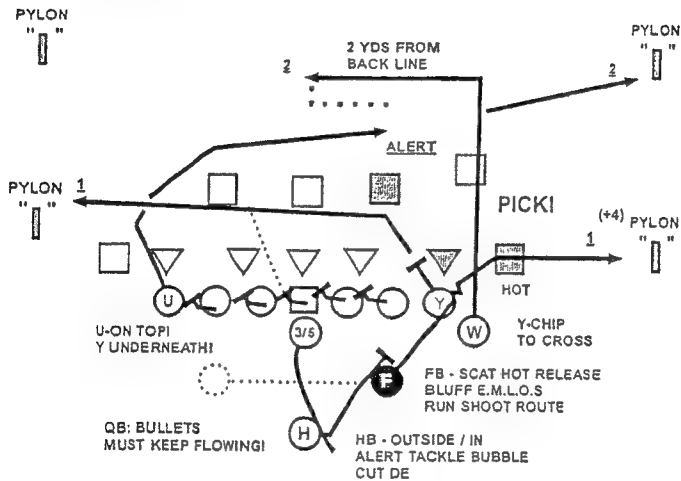


NEW ORLEANS SAINTS

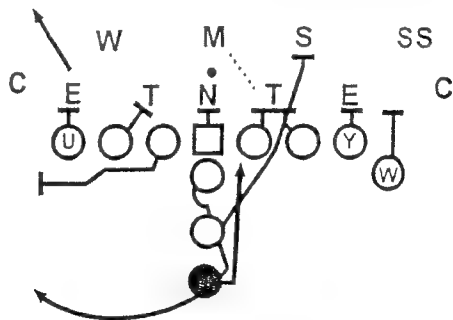
<TANK>
(WING MOTION) KING RIGHT (LEFT)
HORSE 4 (5) "HOT" ALL CROSS (FB SHOOT)



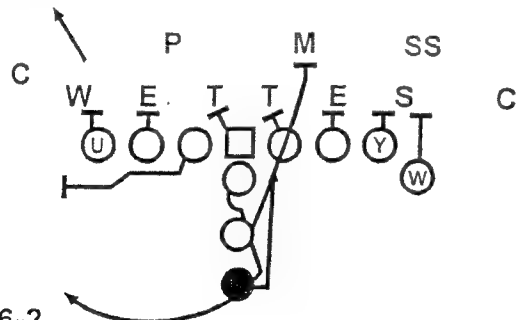
<TANK>
QUEEN RIGHT (LEFT) "FUZZ"
HORSE 4 (5) "HOT" ALL CROSS (FB SHOOT)



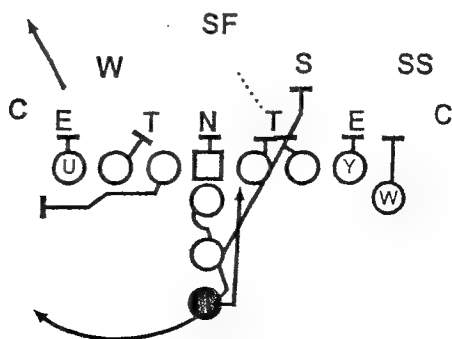
TANK
GREEN RIGHT (LEFT)
FAKE 94/95 BLAST WAGGLE LT/RT



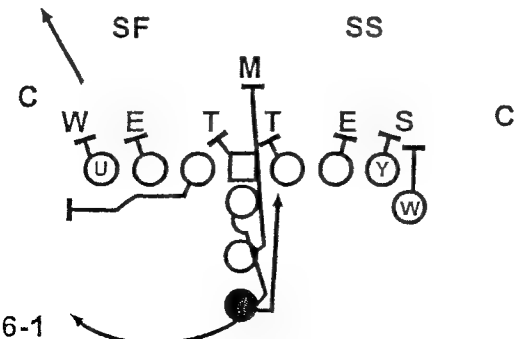
G.L.5-3



G.L.6-2



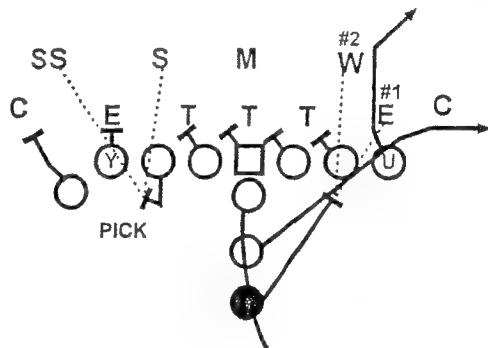
G.L.5-2



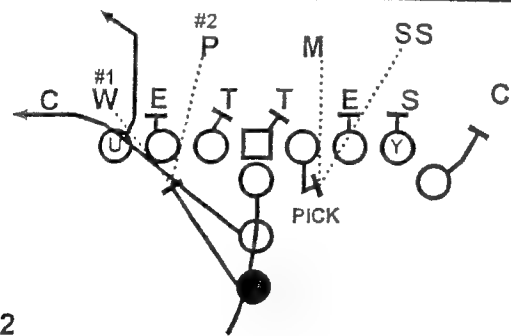
G.L. 6-1

| | |
|----------------|--|
| Y | FULL TIME PROTECTOR. MAN OVER. |
| U | CHIP RELEASE RUN ROUTE. |
| WING | FULL TIME PROTECTOR. MAN OVER. |
| ONSIDE TACKLE | COVERED - MAN ON, UNCOVERED, BLOCK MAN ON WAGGLE GUARD. |
| ONSIDE GUARD | PULL WITH A LITTLE DEPTH. GET ON THE EDGE. ALERT "GO" CALL FROM THE QB. REACT TO MAN "U" IS BLOCKING ON HIS RELEASE. |
| CENTER | BLOCK BLAST, REACH TO WAGGLE SIDE FOR WAGGLE GUARD IF UNCOVERED. |
| OFFSIDE GUARD | BLOCK BLAST FULL TIME. |
| OFFSIDE TACKLE | BLOCK BLAST FULL TIME. |
| FULLBACK | BLOCK BLAST. |
| HALFBACK | FAKE BLAST, UP AND OVER. |

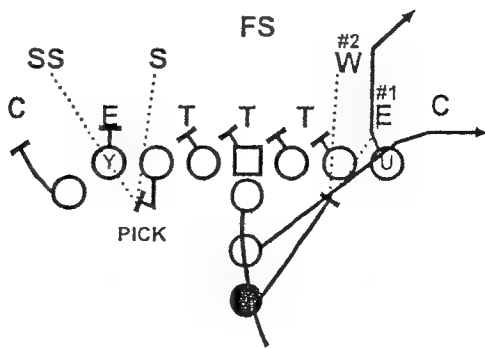
TANK GREEN RIGHT (LEFT) APACHE 5/4 HOT



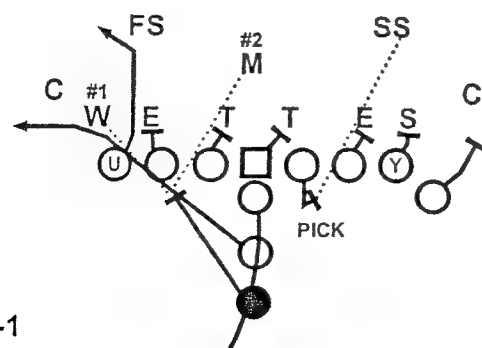
G.L.5-3



G.L.6-2



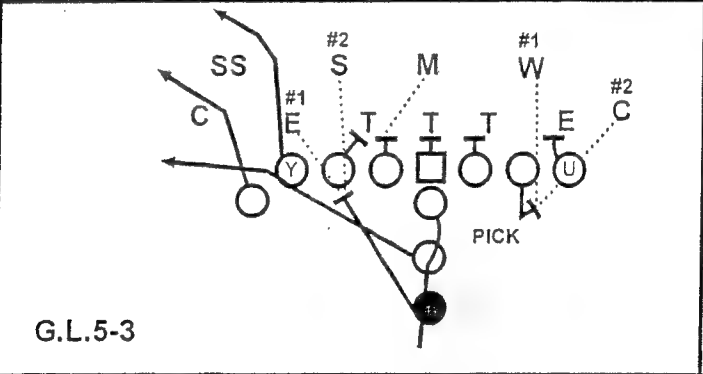
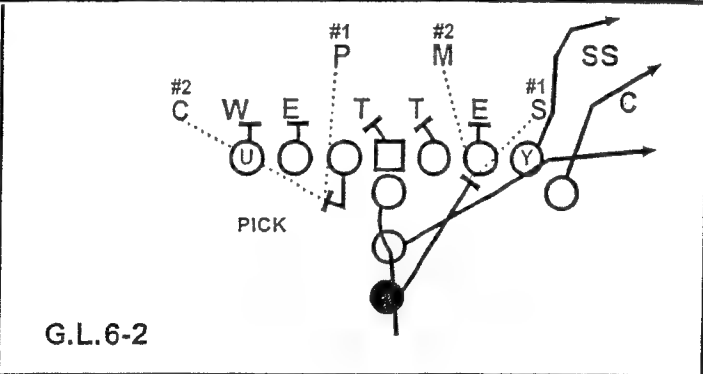
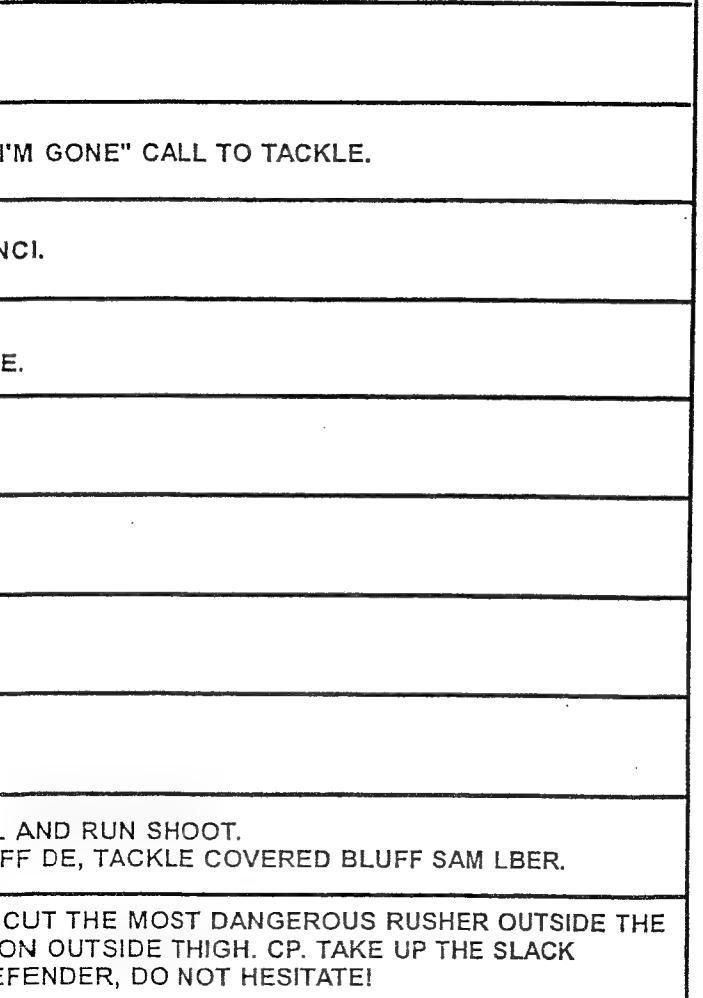
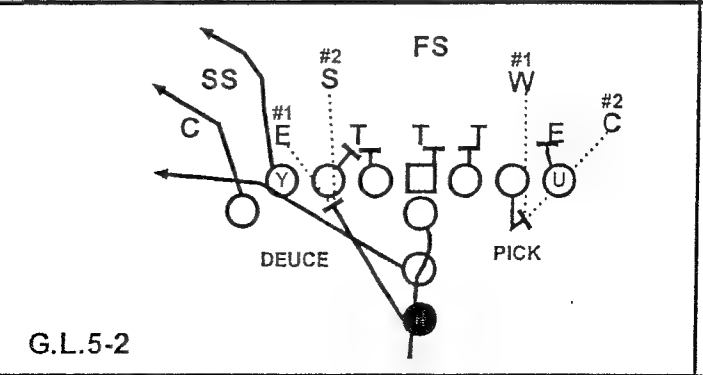
G.L.5-2



G.L. 6-1

| | |
|----------------|--|
| Y | MAN OVER. FULL TIME PROTECTOR. |
| U | GAME PLAN ROUTE. |
| WING | FULL TIME PROTECTOR. |
| ONSIDE TACKLE | BLOCK #2. ALERT: DOWN VS TACKLE BUBBLE. |
| ONSIDE GUARD | BLOCK #1. ALERT: TACKLE BUBBLE. |
| CENTER | BLOCK MAN ON. N/T SLIDE. ALERT: PICK. |
| OFFSIDE GUARD | BLOCK MAN ON. ALERT: PICK. |
| OFFSIDE TACKLE | BLOCK MAN ON. ALERT: PICK. |
| FULLBACK | SCAT HOT RELEASE. BLUFF EMOL AND RUN SHOOT. TACKLE UNCOVERED BLUFF DE, TACKLE COVERED BLUFF OLB. |
| HALFBACK | DOUBLE READ INSIDE-OUT. CUT THE MOST DANGEROUS RUSHER OUTSIDE THE TACKLE WITH HEAD PLACEMENT ON THE OUTSIDE THIGH. CP - TAKE UP THE SLACK BETWEEN THE FB BLUFF AND MDM DEFENDER, DO NOT HESITATE!! |

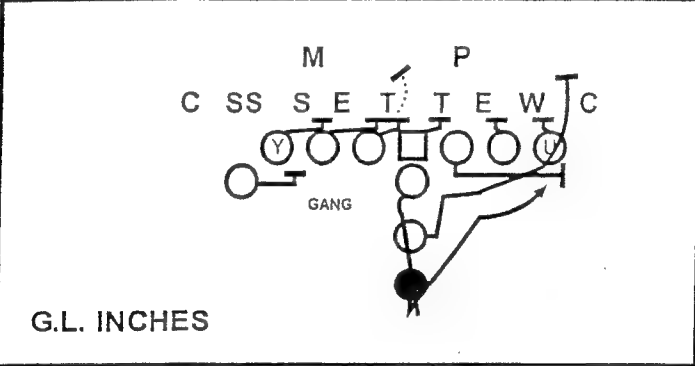
TANK
GREEN RIGHT (LEFT)
HORSE 4/5 HOT

[illegible][illegible]

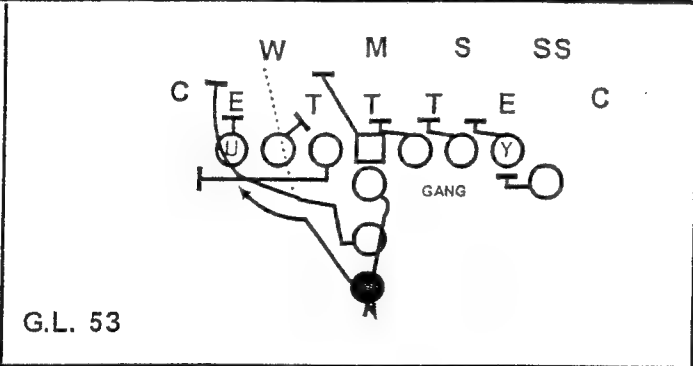
| |
|---|
| |
| I'M GONE" CALL TO TACKLE. |
| NCI. |
| E. |
| |
| |
| |
| |
| |
| |
| AND RUN SHOOT. |
| FF DE, TACKLE COVERED BLUFF SAM LBER. |
| CUT THE MOST DANGEROUS RUSHER OUTSIDE THE |
| ON OUTSIDE THIGH. CP. TAKE UP THE SLACK |
| FENDER, DO NOT HESITATE! |

| | |
|-----------------------|---|
| Y | GAME PLAN ROUTE. |
| U | MAN OVER. POSSIBLE ROUTE = "I'M GONE" CALL TO TACKLE. |
| WING | BLOCK #4. ALERT: JACK VS BRONCI. |
| ON SIDE TACKLE | BLOCK #2. ALERT: DOWN VS TACKLE BUBBLE. |
| ON SIDE GUARD | BLOCK #1. ALERT: TACKLE BUBBLE. |
| CENTER | BLOCK MAN ON. N/T SLIDE. ALERT; PICK. |
| OFF SIDE GUARD | BLOCK MAN ON. ALERT: PICK. |
| OFF SIDE TACKLE | BLOCK MAN ON. ALERT: PICK. |
| FULLBACK | SCAT HOT RELEASE. BLUFF EMOL AND RUN SHOOT. ALERT: TACKLE UNCOVERED BLUFF DE, TACKLE COVERED BLUFF SAM LBER. |
| HALFBACK | DOUBLE READ, INSIDE/OUT MDM. CUT THE MOST DANGEROUS RUSHER OUTSIDE THE TACKLE WITH HEAD PLACEMENT ON OUTSIDE THIGH. CP. TAKE UP THE SLACK BETWEEN FB BLUFF AND MDM DEFENDER, DO NOT HESITATE! |

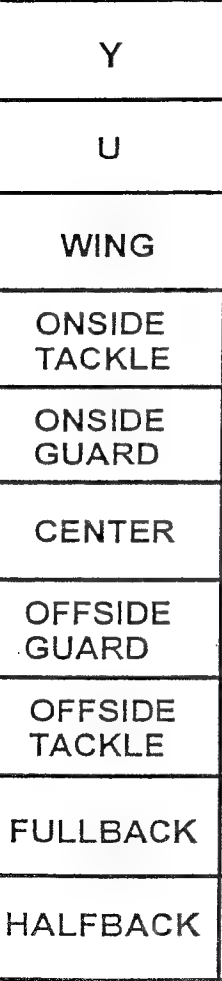
TANK
GREEN RIGHT (LEFT)
97 (96) GEORGE



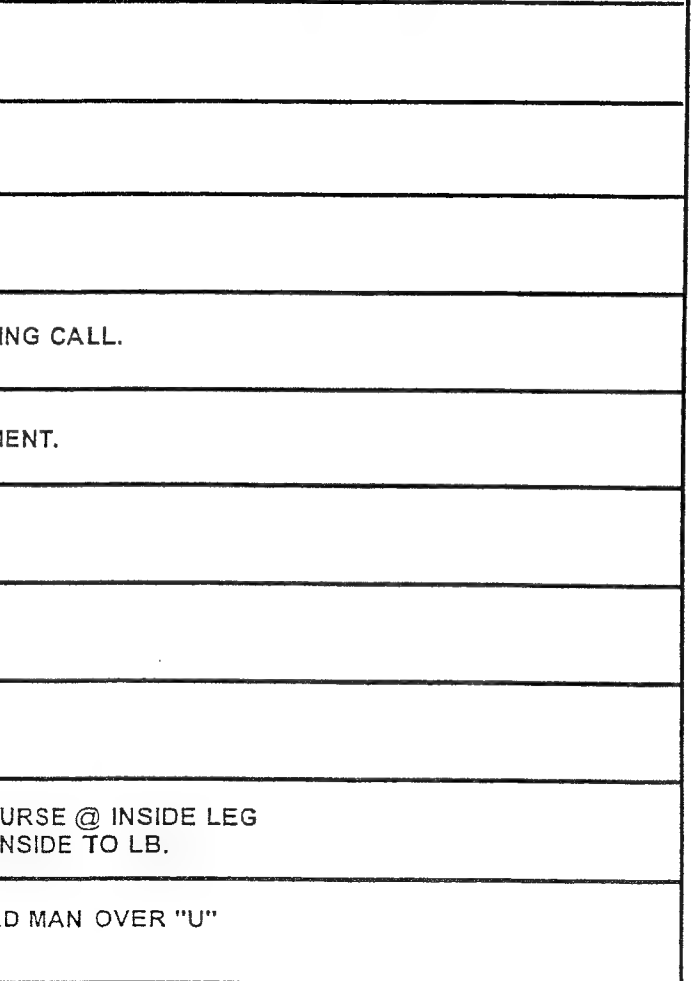
G.L. 53 UNDER



G.L. 53 OVER

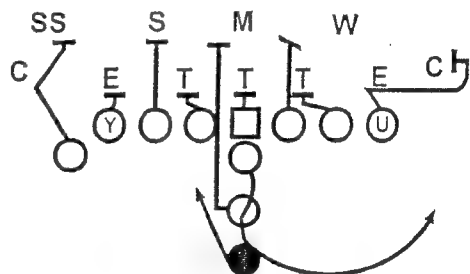


| |
|--|
| GANG. GAME PLAN. |
| DRIVE. CP: MAN OVER IS READ. |
| GANG. GAME PLAN. |
| DRIVE / NT ANGLE; CP: ALERT KING CALL. |
| TRAP @ 9/8. TRAP CONTAIN ELEMENT. |
| OVER / GANG; CP: ALERT KING. |
| GANG. GAME PLAN. |
| GANG. GAME PLAN. |
| BLOCK 1ST LB'ER INSIDE; CP: COURSE @ INSIDE LEG OF "U". ALERT DBL "A" COURSE INSIDE TO LB. |
| CARRY @ 7/6. CP: ROLL AND READ MAN OVER "U" FOR SCORE. |

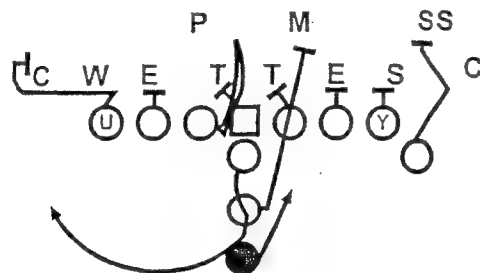


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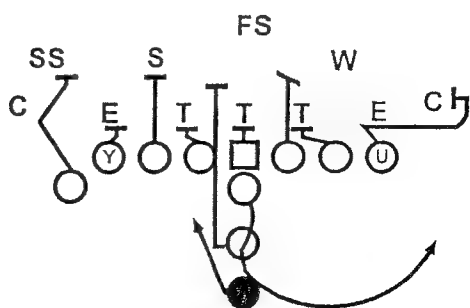
TANK
GREEN RIGHT (LEFT)
92 (94) / 93 (95) BLAST "U" ("Y") CUT-OFF



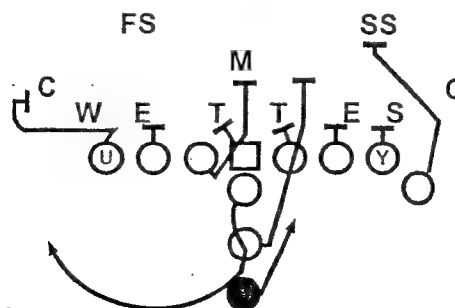
G.L.5-3



G.L.6-2



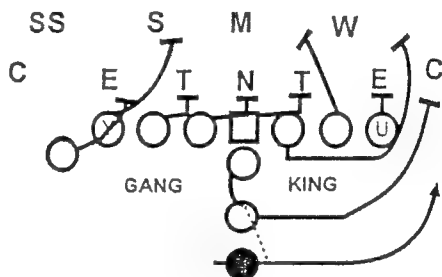
G.L.5-2



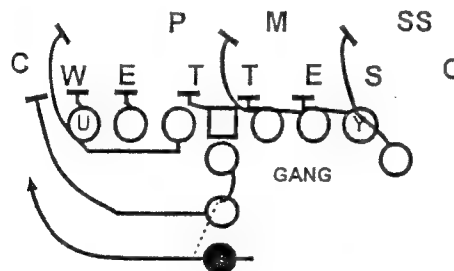
G.L. 6-1

| | |
|----------------|---|
| Y | STRONG BLAST RULES. |
| U | SELL CUT-OFF - SEPARATE DOWN THE L.O.S. CP: BLOCK SUPPORT. COME OUT RUNNING. |
| WING | STRONG BLAST RULES. |
| ONSIDE TACKLE | STRONG BLAST RULES. |
| ONSIDE GUARD | STRONG BLAST RULES. |
| CENTER | STRONG BLAST RULES. |
| OFFSIDE GUARD | STRONG BLAST RULES!! CUT LB'ER. |
| OFFSIDE TACKLE | STRONG BLAST RULES!! CUT LB'ER. |
| FULLBACK | FAKE BLAST STRONG. SELL IT!! |
| HALFBACK | FAKE BLAST STRONG. JUMP!! |

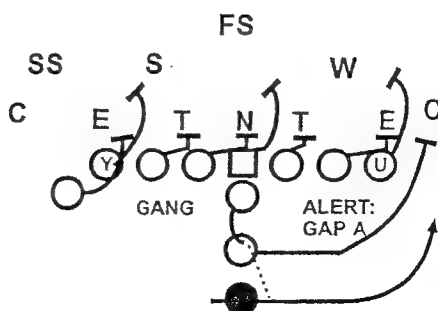
TANK GREEN RIGHT (LEFT) PITCH 99 (98) SWEEP BOSS



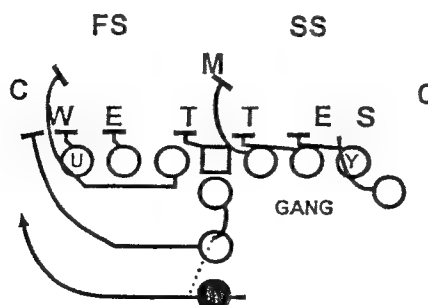
G.L.5-3



G.L.6-2



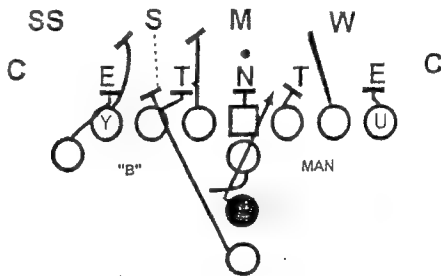
G.L.5-2



G.L. 6-1

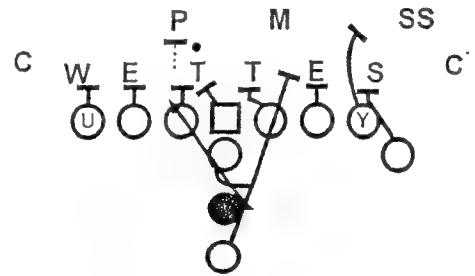
| | |
|----------------|--|
| Y | GANG. |
| U | REACH. CP: ALERT TRIPLE (GAME PLAN). |
| WING | GANG. |
| ONSIDE TACKLE | REACH. CP: ALERT TRIPLE (GAME PLAN). DOWN W/ KING (GAME PLAN). |
| ONSIDE GUARD | PULL TO SEAL 1ST LB'ER OFF L.O.S. CP: ALERT TRIPLE (GAME PLAN). WITH TRIPLE ALERT GANG. |
| CENTER | GANG. |
| OFFSIDE GUARD | GANG. |
| OFFSIDE TACKLE | GANG. |
| FULLBACK | E.M.L.O.S. (CORNER). CP: ARC COURSE FOR OVER-THROW ON CORNER. ALERT FUZZ (2 STEPS). |
| HALFBACK | CARRY. CP: MOTION CALL, USE TIMER STEP. FUZZ CALL USE FAST BALL STEP. |

**TANK
GREEN RIGHT (LEFT)
JAB 33 (32) BELLY**



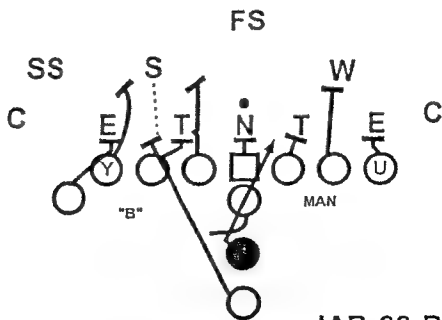
G.L.5-3

JAB 32 BELLY



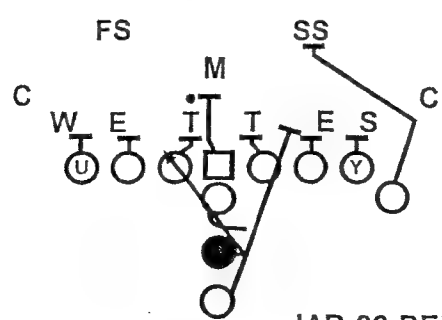
G.L.6-2

JAB 33 BELLY



G.L.5-2

JAB 32 BELLY

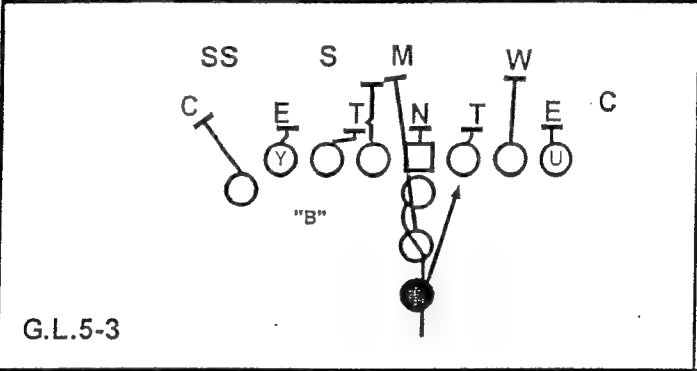


G.L. 6-1

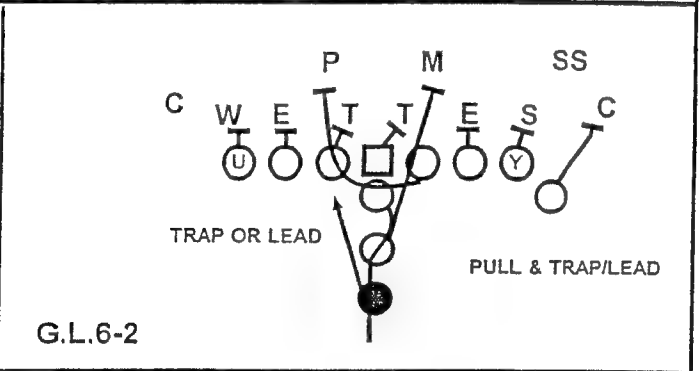
JAB 33 BELLY

| | |
|----------------|--|
| Y | CUT-OFF DRIVE. CP: ALERT SWOOP W/ WING. |
| U | CUT-OFF DRIVE. |
| WING | MDM / SWOOP W/Y. |
| ONSIDE TACKLE | DRIVE / SLIP. CP: MAN. |
| ONSIDE GUARD | DRIVE / ACE / SLIP. |
| CENTER | DRIVE / ACE. |
| OFFSIDE GUARD | CUT-OFF DRIVE / "B". |
| OFFSIDE TACKLE | CUT-OFF DRIVE / "B". |
| FULLBACK | CARRY. CP: CRT. STEP; READ MAN OVER C N/T. ONSIDE GUARD. |
| HALFBACK | FAKE BLAST. SELL B-GAP. CP: OPPOSITE CALL INSIDE. AVOID QB!?!. |

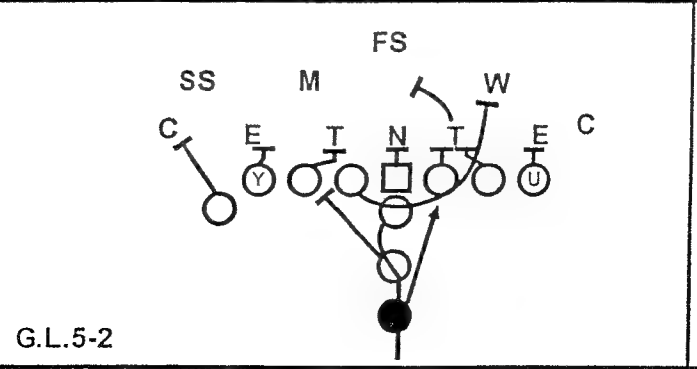
TANK
GREEN RIGHT (LEFT)
95. (94) COUNTER O WEAK



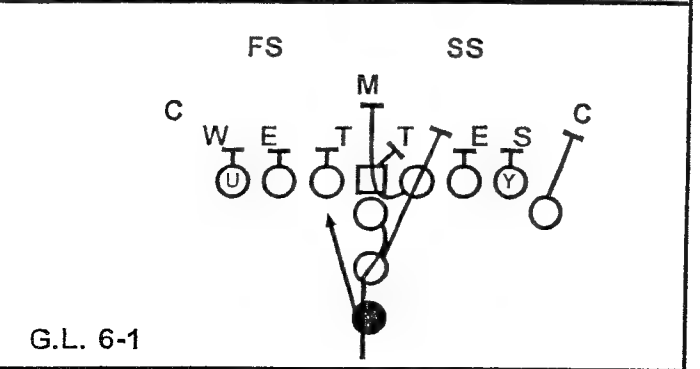
G.L.5-3



G.L.6-2



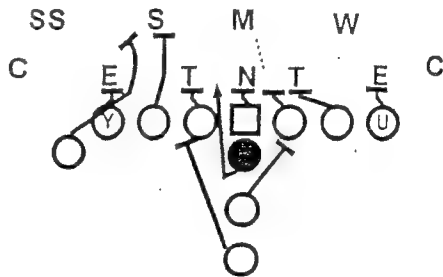
G.L.5-2



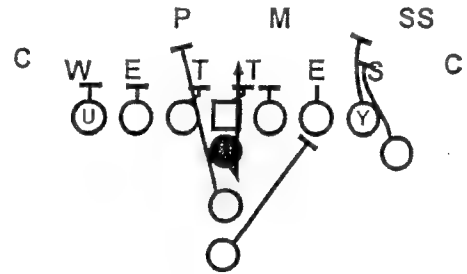
G.L. 6-1

| | |
|-----------------------|---|
| Y | DRIVE / SWOOP WITH WING FOR BRONCI S/S. TITE INSIDE FW. |
| U | CUT-OFF DRIVE; CP: BALL MAY COME BACK TO YOU. |
| WING | MDM / SWOOP WITH TE FOR BRONCI; SS. ALERT BULLETS. |
| ON SIDE TACKLE | DRIVE / VS. LB'ER: INSIDE FW. |
| ON SIDE GUARD | DRIVE / ALERT SLIP CALL FROM TK. CP: CENTER UNCOVERED, G.P. ACE. READ IS MAN OVER. |
| CENTER | DRIVE / UNCOVERED, FOLD. |
| OFF SIDE GUARD | O PULL. GAME PLAN "B". |
| OFF SIDE TACKLE | CUT-OFF DRIVE / SEAL. ALERT GAME PLAN "B". |
| FULLBACK | FAKE 14/12 // 15/13 BLAST. |
| HALFBACK | CARRY; READ IS MAN OVER GUARD. |

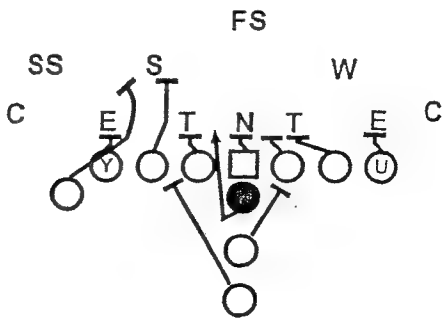
**TANK
GREEN RIGHT (LEFT)
QB SNEAK @ 0/1**



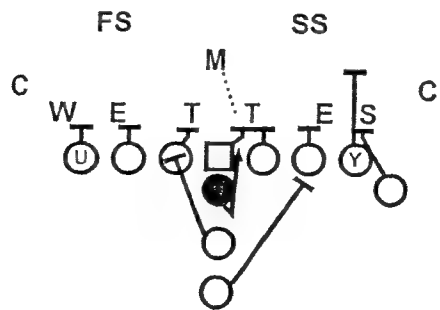
G.L.5-3



G.L.6-2



G.L.5-2



G.L. 6-1

| | |
|-----------------|---|
| Y | CUT-OFF DRIVE / SWOOP W/ WING. C-GAP. |
| U | CUT-OFF DRIVE. C-GAP. |
| WING | MDM / SWOOP W/ TE. D-GAP. |
| ON-SIDE TACKLE | DRIVE INSIDE TO OUTSIDE HIP OF OG. |
| ON-SIDE GUARD | MAN ON CENTER, DRIVE TO CENTER'S HIP. N/T ALERT APEX OR DRIVE CENTER'S HIP (GAME PLAN) |
| CENTER | ALERT WEDGE MAN ON, N/T DESIGNATE COVERED GUARD (GAME PLAN) |
| OFF-SIDE GUARD | MAN ON CENTER, DRIVE TO CENTER'S HIP. N/T ALERT APEX OR DRIVE CENTER'S HIP (GAME PLAN) |
| OFF-SIDE TACKLE | DRIVE INSIDE TO OUTSIDE HIP OF OG. |
| FULLBACK | FAKE 93/32 BLAST |
| HALFBACK | FAKE 93/92 BLAST. CP: JUMP. |

NEW ORLEANS SAINTS RUN GAME

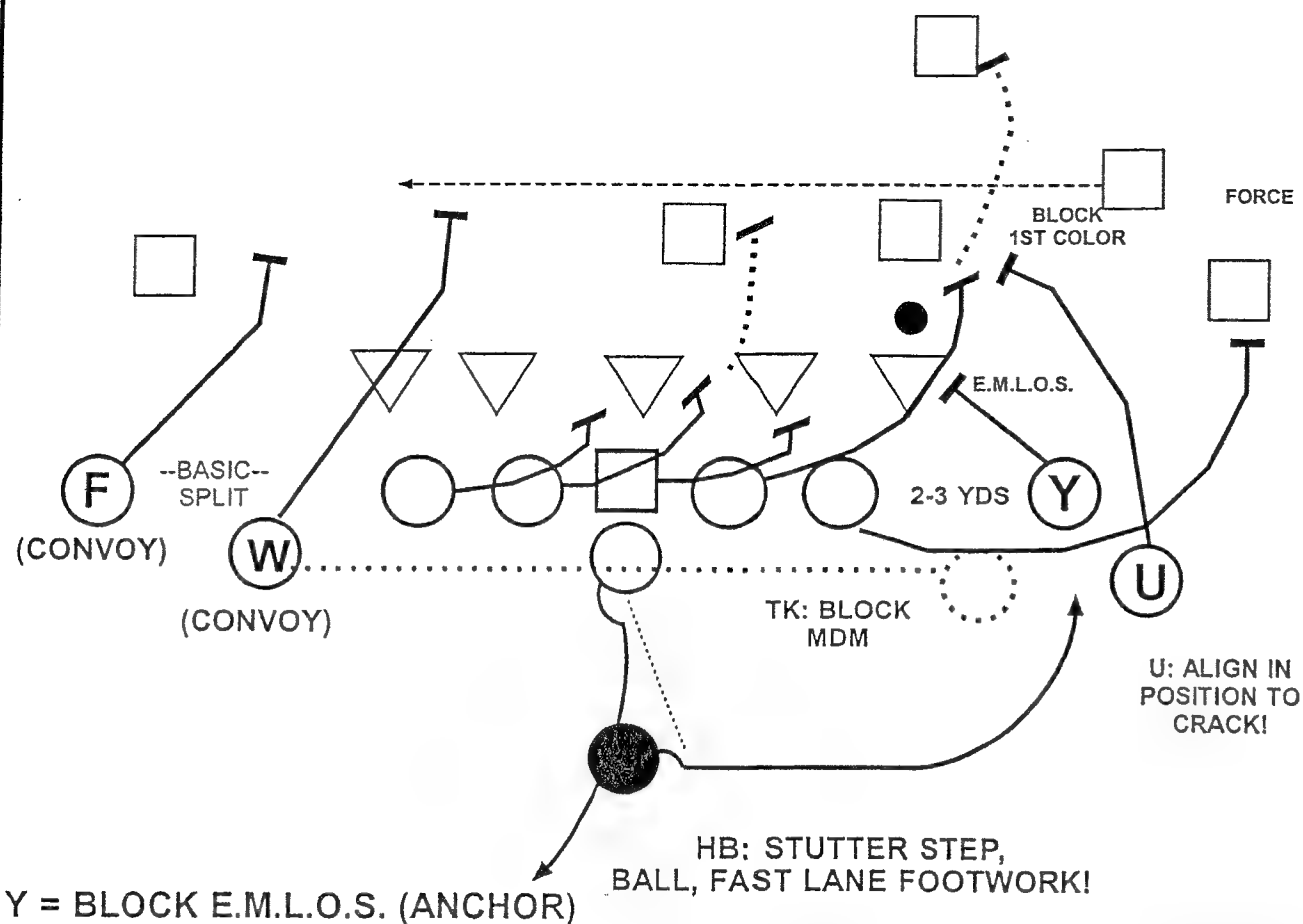
** 98/99 TRUCK **

DEFENSE: 5-3

TANK

"SHIFT" BEYOND BUNDLE RIGHT (LEFT) "WING LT"
98 (99) TRUCK

*"RUN IT RUN"



Y = BLOCK E.M.L.O.S. (ANCHOR)

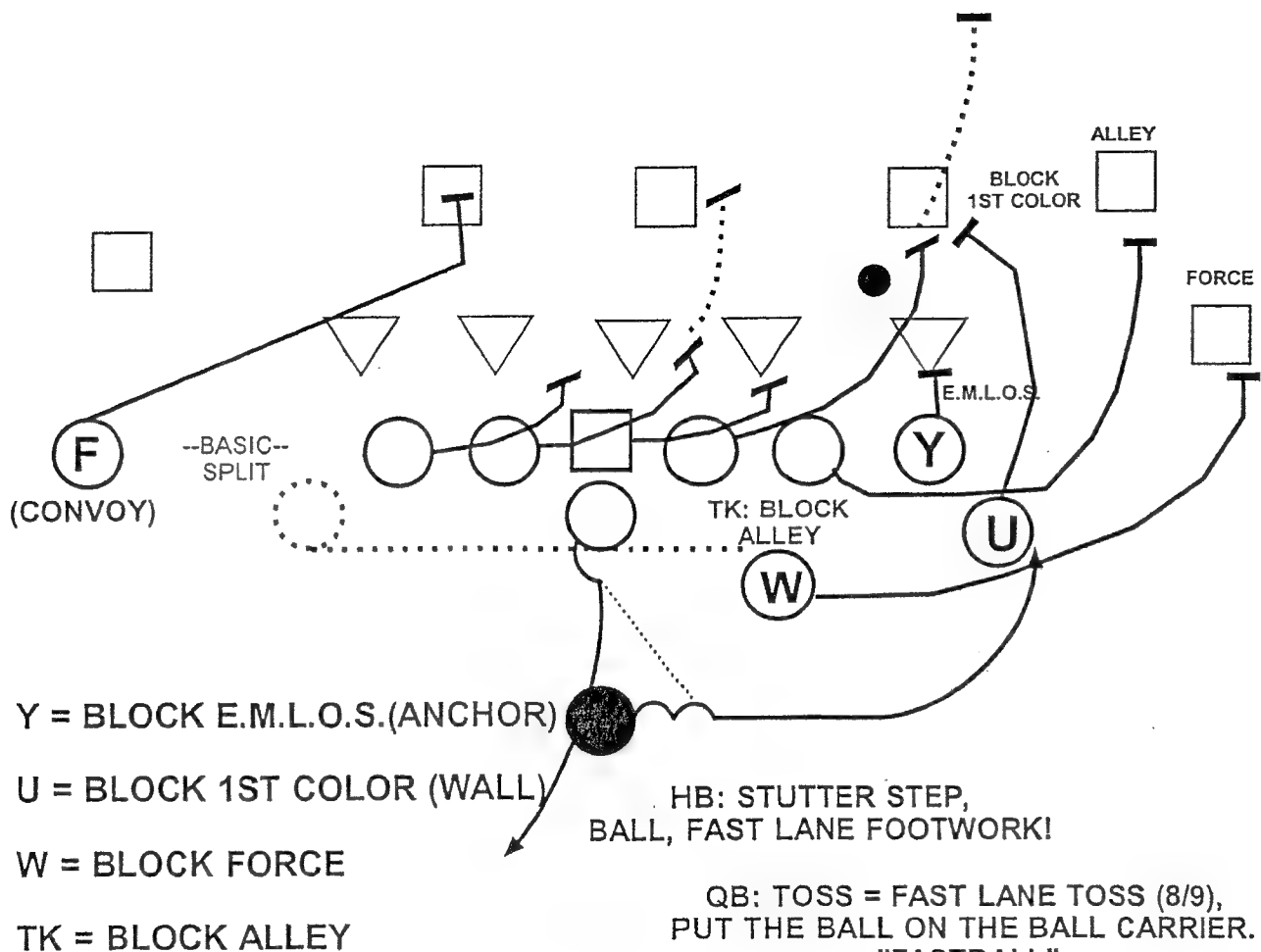
U = BLOCK 1ST COLOR (WALL)

TK = BLOCK FORCE

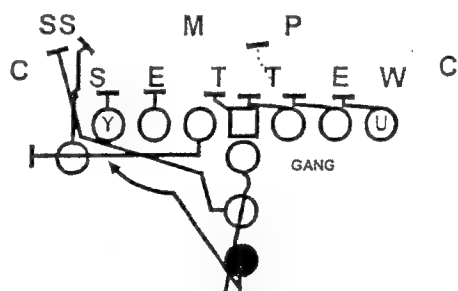
QB: TOSS = FAST LANE TOSS (8/9),
PUT THE BALL ON THE BALL CARRIER.
"FASTBALL"

***** 98/99 TAXI *****

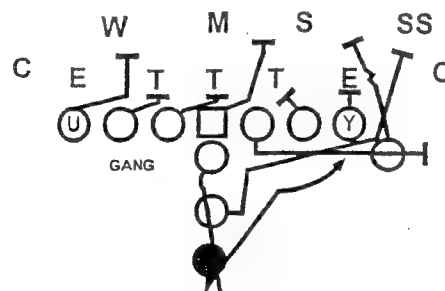
*"RUN IT RUN"



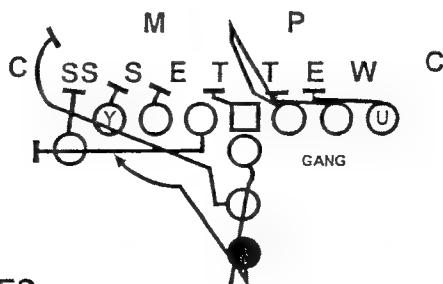
TANK
GREEN RIGHT (LEFT)
96 (97) QUAD GEORGE



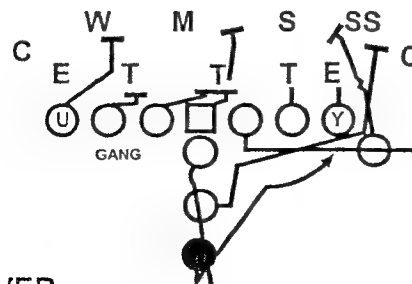
G.L.62



G.L.53



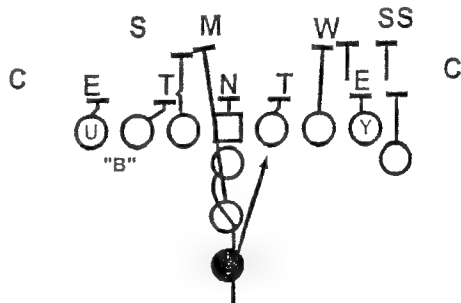
G.L. INCHES



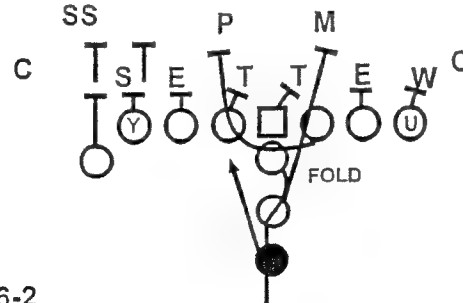
G.L. 53 OVER

| | |
|-------------------|---|
| Y | QUAD W/ "W"; CP: QUAD TO 1ST LB'ER TYPE. LEAVE TWO (2). |
| U | GANG. GAME PLAN. |
| WING | VERTICLE QUAD W/ Y; CP: QUAD TO 1ST LB'ER INSIDE, LEAVE TWO (2). |
| ONside TACKLE | MAN ON, DOWN. CP: ALERT KING CALL. |
| ONside GUARD | TRAP/LOG. LONG TRAP CONTAIN ELEMENT. |
| CENTER | OVER / GANG; CP: ALERT KING CALL. |
| OFFside GUARD | GANG. GAME PLAN. |
| OFFside TACKLE | GANG. GAME PLAN. |
| FULLBACK | BLOCK 1ST COLOR TO SHOW OFF QUAD BLOCK; CP: COURSE @ OUTSIDE LEG OF GD. NO DOG TRACK OFF QUAD FOR SS. |
| HALFBACK | CARRY @ 6/7; CP: SLANT COURSE OFF QUAD BLOCK. |

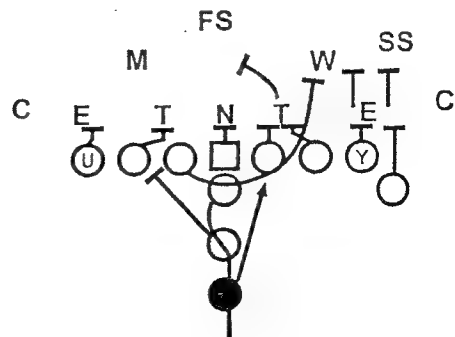
TANK
GREEN RIGHT (LEFT)
94 (95) COUNTER O



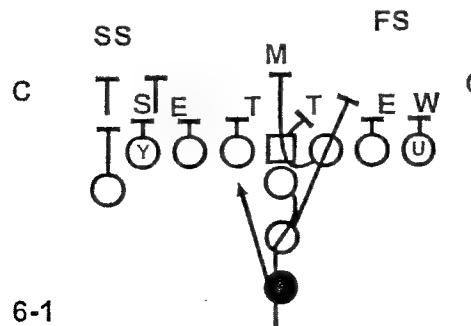
G.L.5-3



G.L.6-2



G.L.5-2

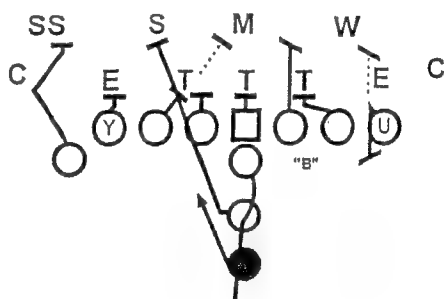


G.L. 6-1

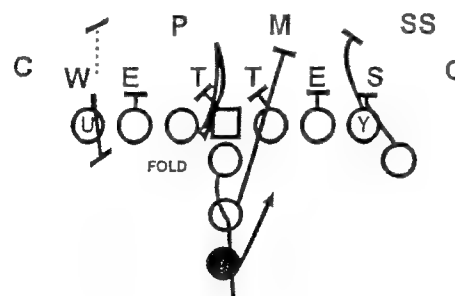
| | |
|----------------|--|
| Y | DRIVE / SWOOP WITH WING FOR BRONCI S/S. TITE INSIDE FW. |
| U | CUT-OFF DRIVE; CP: BALL MAY COME BACK TO YOU. |
| WING | MDM / SWOOP WITH TE FOR BRONCI; SS. ALERT BULLETS. |
| ONSIDE TACKLE | DRIVE / VS. LB'ER: MAN OR SLIP W/ GD. SLIP IS TACKLE CALL. INSIDE FW. |
| ONSIDE GUARD | DRIVE / ALERT SLIP CALL FROM TK. CP: CENTER UNCOVERED, G.P. ACE. READ IS MAN OVER. |
| CENTER | DRIVE / UNCOVERED, FOLD. |
| OFFSIDE GUARD | O PULL. GAME PLAN "B". |
| OFFSIDE TACKLE | CUT-OFF DRIVE / SEAL. ALERT GAME PLAN "B". |
| FULLBACK | FAKE 92-93 // 94-95 BLAST. |
| HALFBACK | CARRY; READ IS MAN OVER GUARD. |

TANK
GREEN RIGHT (LEFT)
94 (95) BLAST

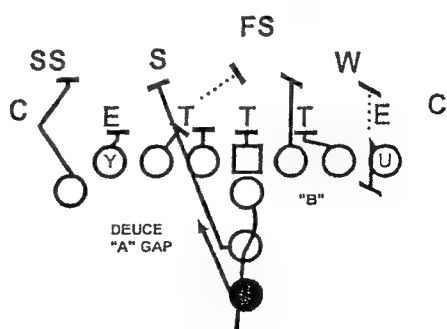
ALSO:
 QUEEN "FUZZ"



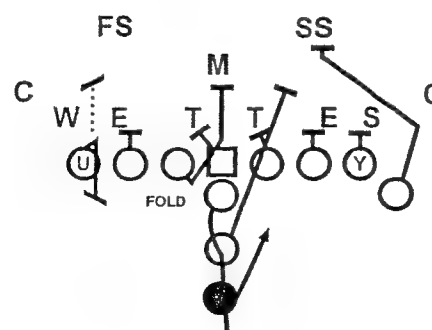
G.L.5-3



G.L.6-2



G.L.5-2



G.L. 6-1

Y

DRIVE / SWOOP WITH "W" FOR BRONCI; S/S.
 CP: TITE INSIDE FW. M.D.M

U

HINGE / SIFT CORNER.

WING

MDM / SWOOP W/ TE FOR BRONCI S/S. / ALERT BULLETS.

ON
SIDE
TACKLE

DRIVE / VS. BUBBLE LB'ER, DEUCE W/ OG FOR 1ST
 LB'ER INSIDE.

ON
SIDE
GUARD

DRIVE / VS. TACKLE BUBBLE (W/ CENTER) COVERED).
 DEUCE FOR 1ST LB'ER INSIDE.

CENTER

DRIVE / FOLD. VS. 25 FRONT ACE.

OFF
SIDE
GUARD

FOLD / "B" / GANG. ALERT TWO PILES!

OFF
SIDE
TACKLE

DRIVE / "B" / GANG. VS. 25 FRONT SCOOP WANDA A-GAP.

FULLBACK

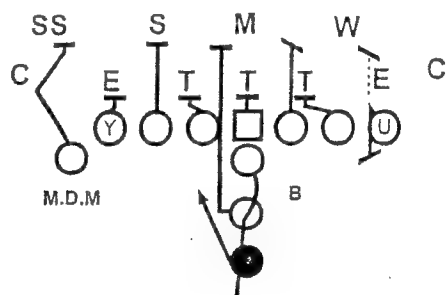
1ST LB'ER FROM OUTSIDE - IN, OFF LOS. READ MAN
 OVER ONSIDE GUARD FOR COURSE.

HALFBACK

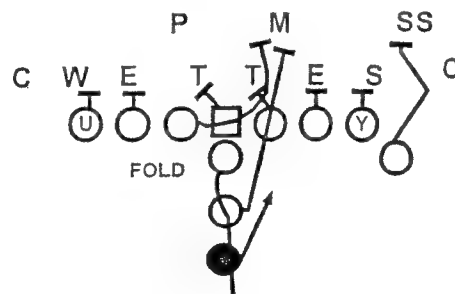
CARRY / READ IS MAN OVER ONSIDE GUARD.

**TANK
GREEN RIGHT (LEFT)
92 (93) BLAST**

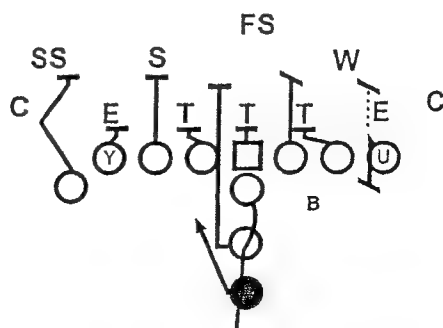
**ALSO:
QUEEN "FUZZ"**



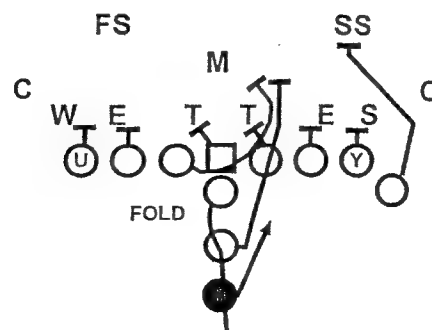
G.L.5-3



G.L.6-2



G.L.5-2



G.L. 6-1

| | |
|-----------------------|---|
| Y | BLOCK #3. |
| U | BLOCK #3. ALERT "C" |
| WING | BLOCK EMOL DEFENDER. |
| ONSIDE TACKLE | BLOCK #2. ALERT SLIP. |
| ONSIDE GUARD | BLOCK #1. ALERT ACE, SLIP. |
| CENTER | BLOCK #0. ALERT ACE, VS EVEN - "FOLD" BSG. ALERT MAN ORANGE/YELLOW. |
| OFFSIDE GUARD | BLOCK #1. ALERT FOLD, ORANGE/YELLOW, "B". |
| OFFSIDE TACKLE | BLOCK #2. ALERT "B". |
| FULLBACK | MIKE LB'ER / CP: READ MAN OVER CENTER, N/T MAN OVER ONSIDE GUARD FOR COURSE. VS. 7 MAN FRONTS MDM HOLE. |
| HALFBACK | CARRY / READ IS MAN OVER CENTER / NT MAN OVER ON GUARD. |

2004 TRAINING CAMP
TUESDAY, AUGUST 10, 2004

- INSTALLATION #13
- SINGLE PRACTICE DAY
 - #15 (PM) (FULL)
- DBL MEETING DAY
 - (☉) (17)

GOAL LINE OFFENSE:

[TANK PERSONNEL]

B. GL PROTECTIONS:

HORSE 4/5 "HOT"

APACHE 5/4 "HOT"

FAKE 94 BLAST (WAGGLE)

200/300 JET

C. GL PASS GAME:

HORSE 4/5 "HOT" ALL CROSS
(FB SHOOT)

(WING MOTION) GREEN <TANK>
QUEEN "FUZZ" <TANK>

HORSE 4/5 "HOT" U SNAG

"SHIFT" "BEYOND" WING MOTION WEST <TANK>

APACHE 5/4 "HOT" U CRNR
(FB SHOOT)

(WING SHIFT) QUEEN <TANK>
KING "FUZZ" <TANK>

FAKE 94/95 BLAST WAGGLE LT/RT

(WING MOTION) GREEN <TANK>

FAKE 95 BLAST U POP (WG/Y SLAM)

GREEN LEFT <TANK>

FAKE 94 BLAST WING QUICK DRAG

WING MOTION GREEN RT <TANK>

200 JET BOTH RACE

"SHIFT" WIDE RIGHT OUTSIDE <TANK>

200 JET LOOK FLY

"SHIFT" WIDER RIGHT OPEN <TANK>

2004 TRAINING CAMP
TUESDAY, AUGUST 10, 2004

- INSTALLATION #12
- SINGLE PRACTICE DAY
 - #15 (PM) (FULL)
- DBL MEETING DAY
 - (☉) (17)

MEETING (16): INSTALLATION #12 [10:15 AM – 12:00 PM]
GOAL LINE

GOAL LINE OFFENSE:

[TANK PERSONNEL]

A. GL RUN GAME [RUN IT]

STRONG SIDE:

92/93 BLAST

(WING MOTION) GREEN <TANK>
QUEEN "FUZZ" <TANK>

94/95 BLAST

(WING MOTION) GREEN <TANK>
QUEEN "FUZZ" <TANK>

94/95 COUNTER "O"

(WING MOTION) GREEN <TANK>

96/97 QUAD GEORGE

(WING SHIFT) GREEN <TANK>

98/99 TAXI

"SHIFT" BEYOND WG MOTION WEST <TANK>

98/99 TRUCK

"SHIFT" BEYOND BUNDLE "WG RT/LT" <TANK>

QB SNEAK @ 0/1

GREEN RIGHT <TANK>

WEAKSIDE:

95/94 COUNTER "O" WEAK

(WING MOTION) GREEN <TANK>

JAB 33/32 BELLY

(WING SHIFT) GREEN <TANK>

PITCH 99/98 SWEEP BOSS

(WING SHIFT) GREEN <TANK>

FAKE 92 (94) / 93 (95) BLAST
"U" (Y) CUT-OFF

(WING SHIFT) GREEN <TANK>

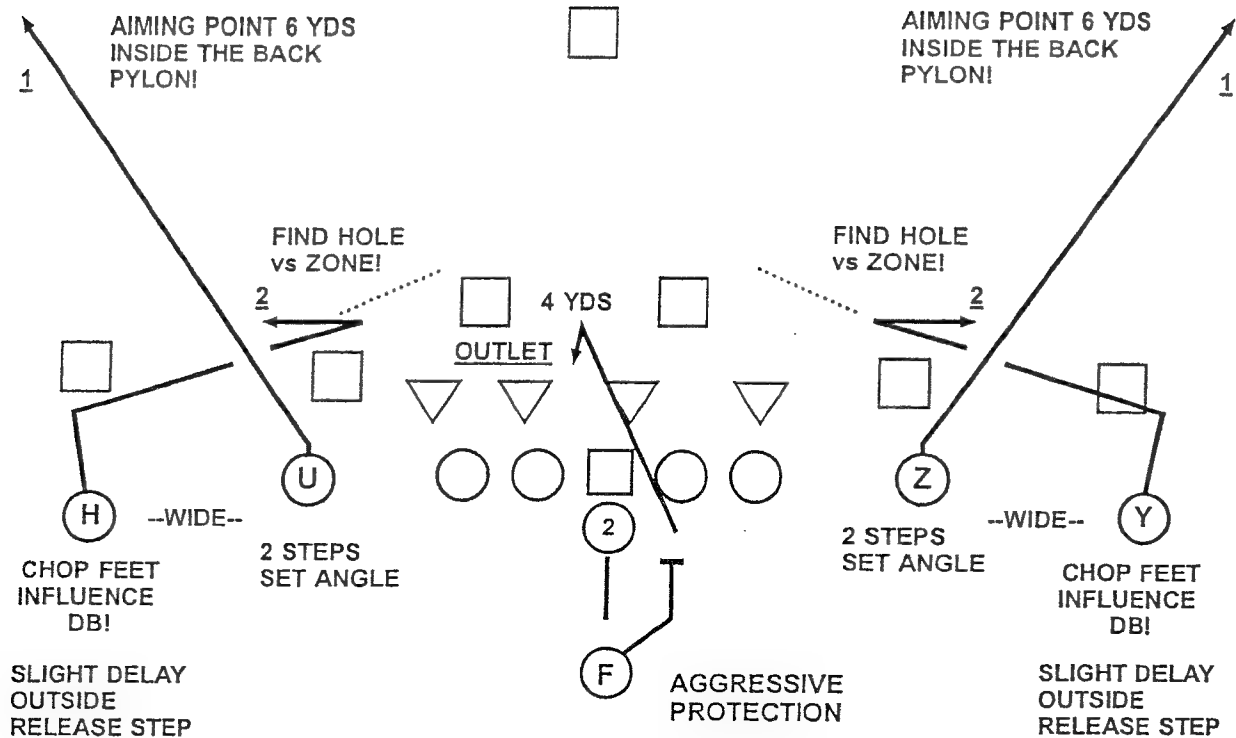
97/96 GEORGE

(WING MOTION) GREEN <TANK>
GREEN OPPOSITE <TANK>

**INSTALLATION #1
PROTECTION**

NEW ORLEANS SAINTS

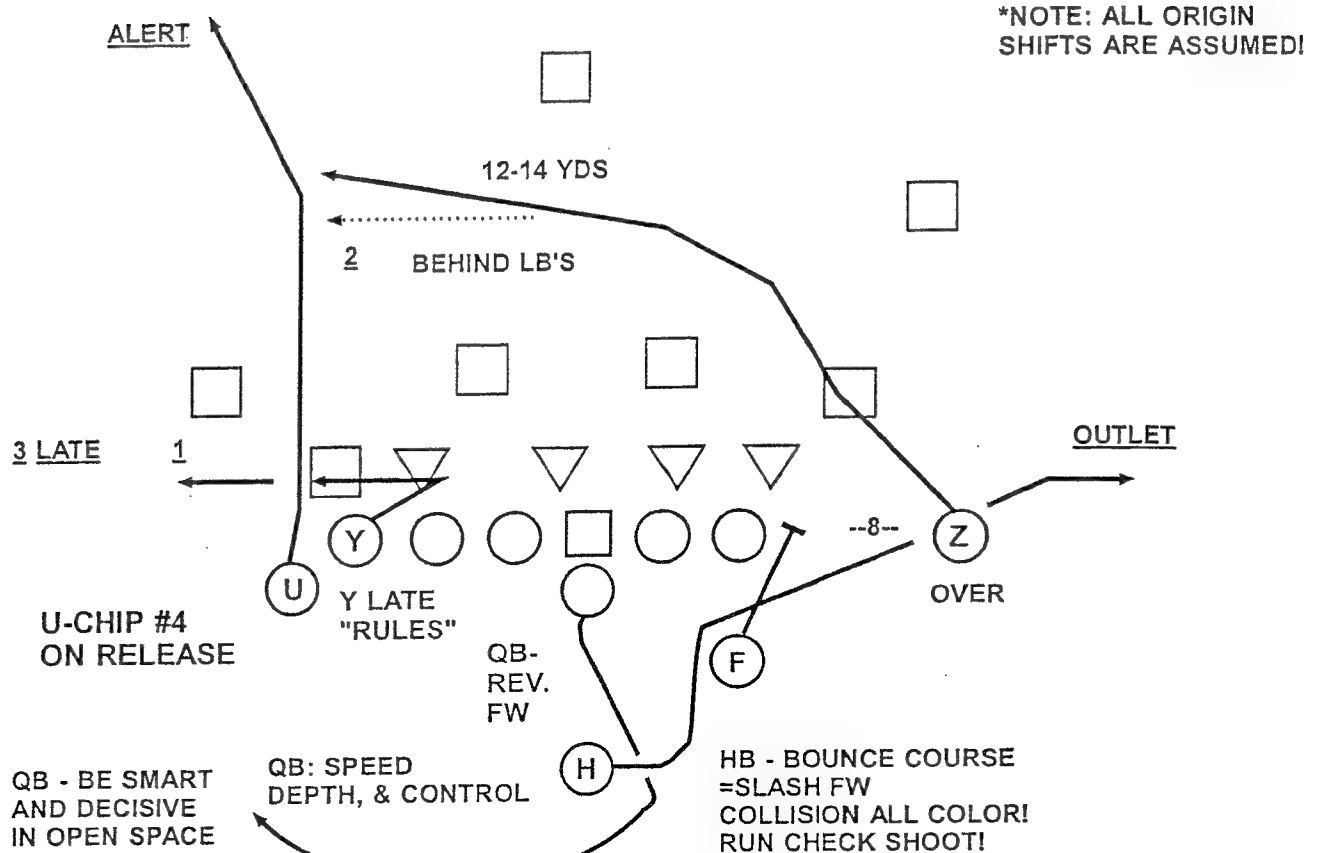
<JUMBO>
SHIFT WIDER RIGHT (LEFT) OUTSIDE
200 (300) JET BOTH RACE



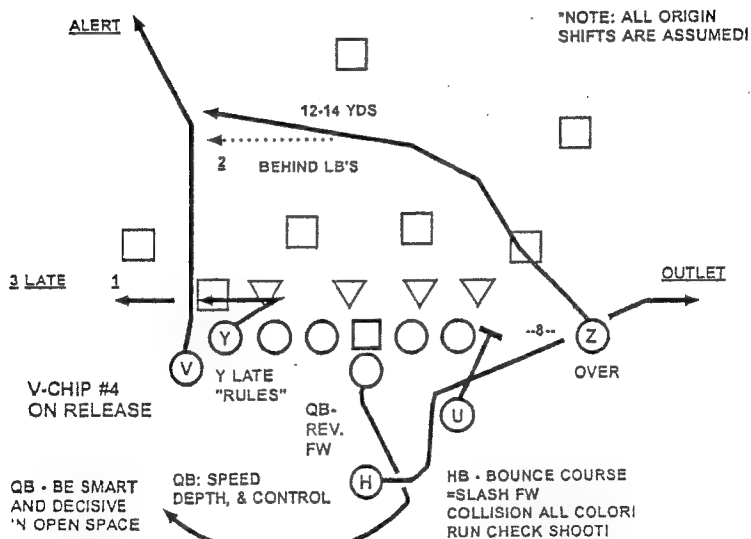
NOTES:

NEW ORLEANS SAINTS

<JUMBO> QUEEN PAIR LEFT (RIGHT) 94 (95) (QB) KEEP LEFT U-CORNER Y-LATE



<TRIO> UP WOOL LEFT (RIGHT) FLOP 94 (95) (QB) KEEP LEFT V-CORNER Y-LATE

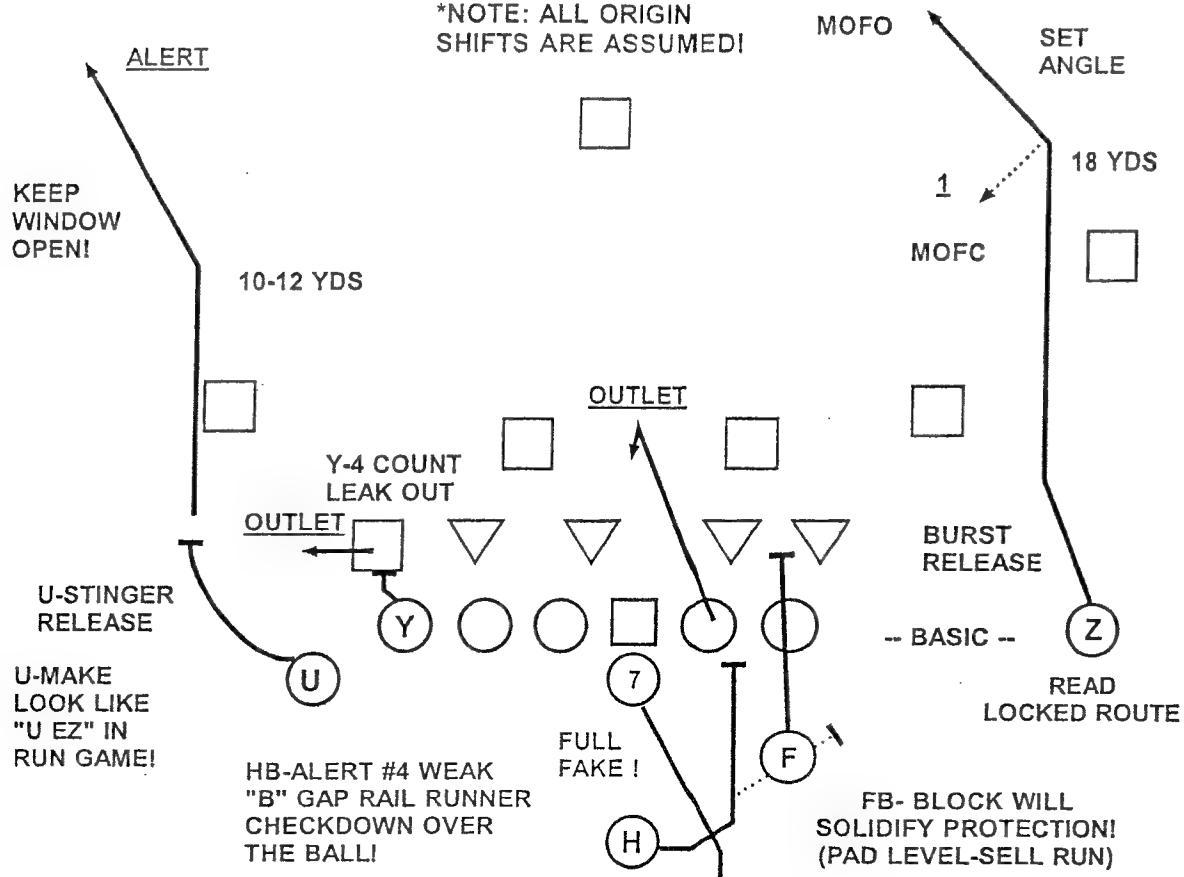


NOTES:

NEW ORLEANS SAINTS

<JUMBO> QUEEN LEFT (RIGHT) PAIR FAKE 94 BOB "JACK" Z-READ (U-CORNER)

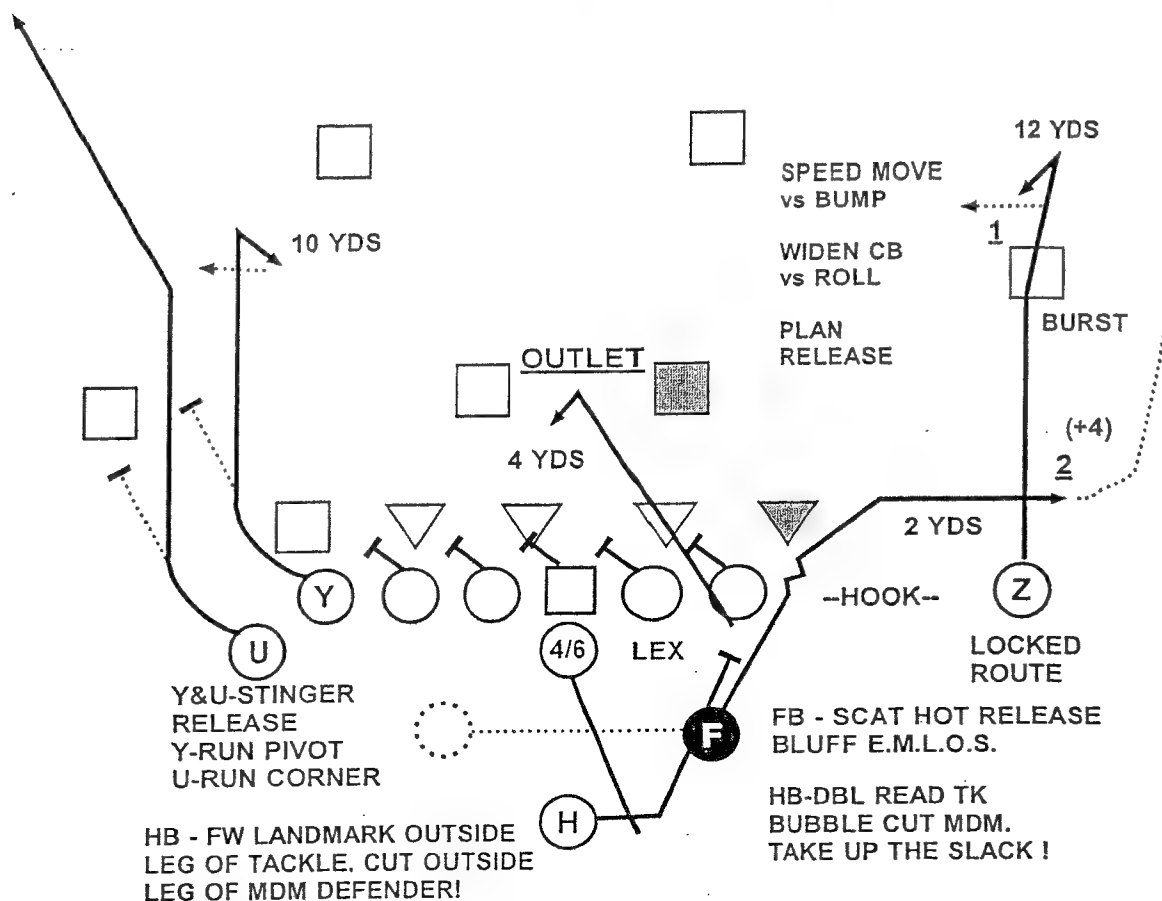
*NOTE: ALL ORIGIN
SHIFTS ARE ASSUMED!



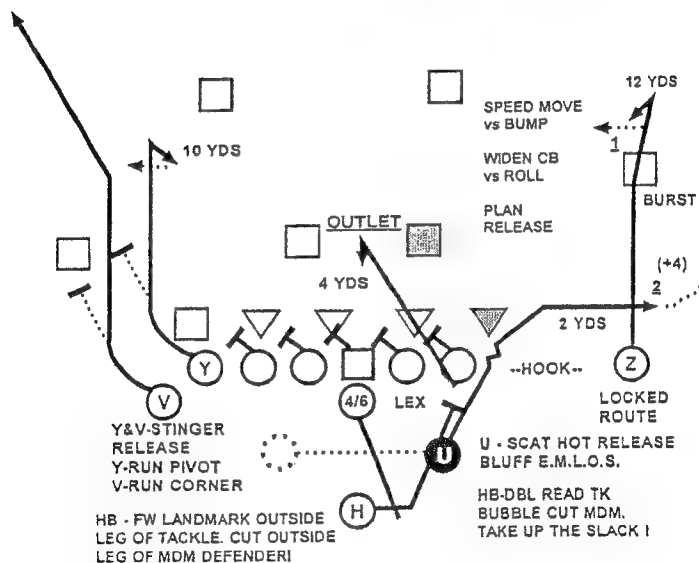
NOTES:

NEW ORLEANS SAINTS

<JUMBO> KING PAIR LEFT (RIGHT) "FUZZ" APACHE 6 "HOT" Z-HOOK (FB SHOOT)



<TRIO> UP WOOL LEFT (RIGHT) FLOP APACHE 6 "HOT" Z-HOOK (FB SHOOT)

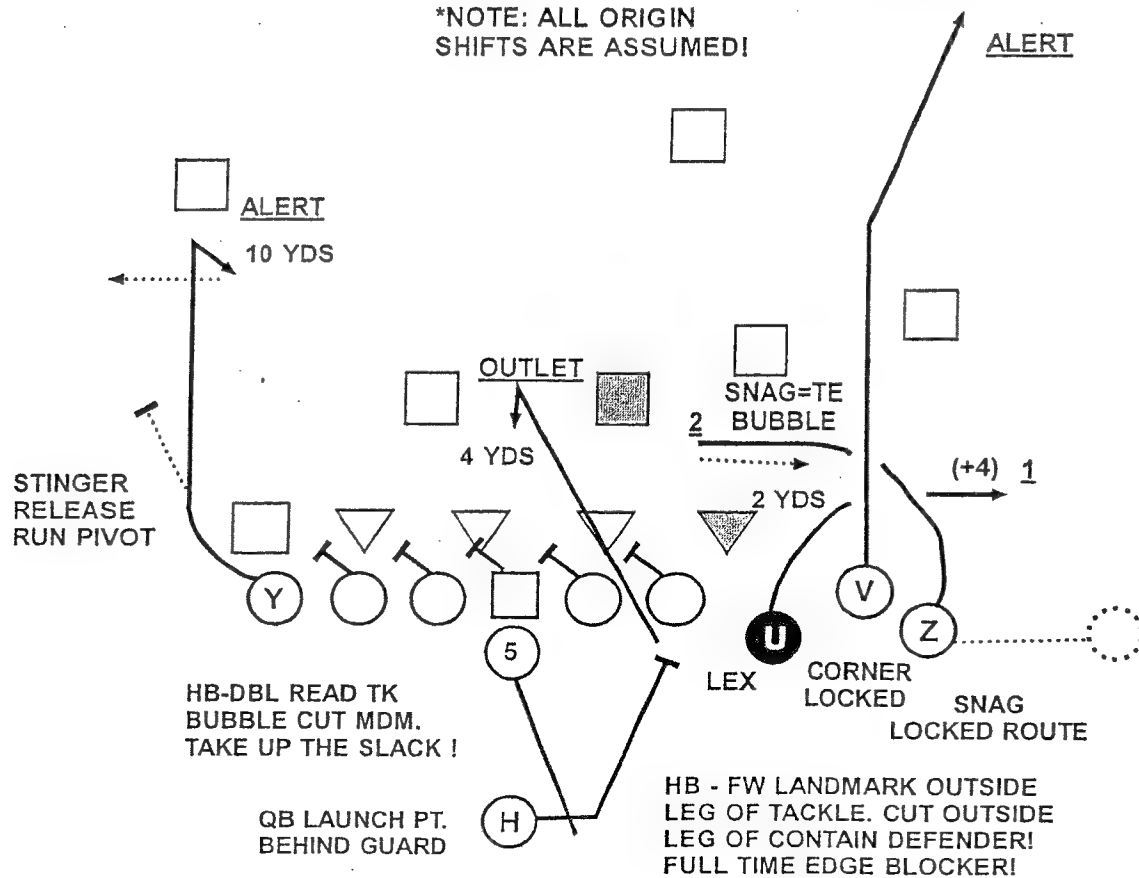


NOTES:

NEW ORLEANS SAINTS

<TRIO> "ZIP" CLUSTER LEFT (RIGHT) APACHE 6 (7) "HOT" Z-SNAG (V-CORNER)

*NOTE: ALL ORIGIN
SHIFTS ARE ASSUMED!

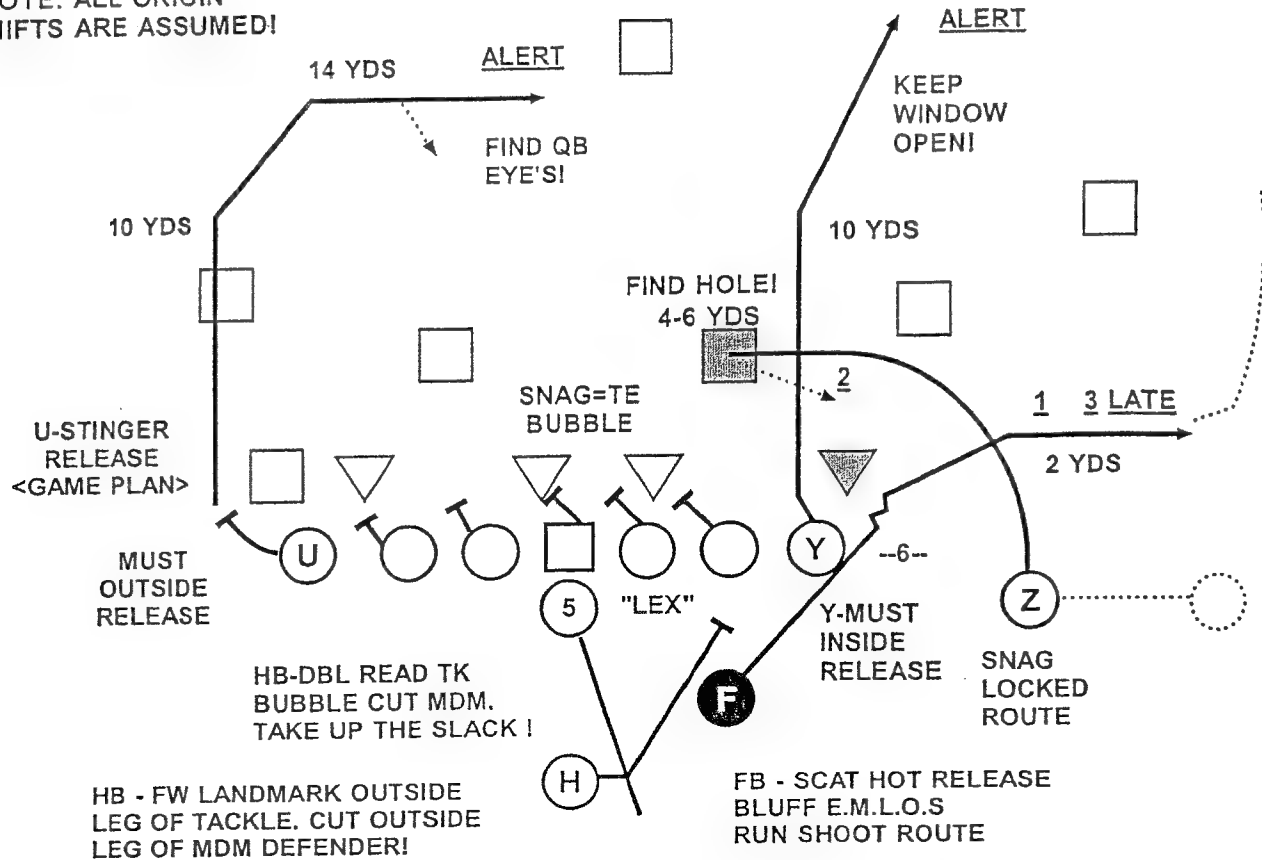


NOTES:

NEW ORLEANS SAINTS

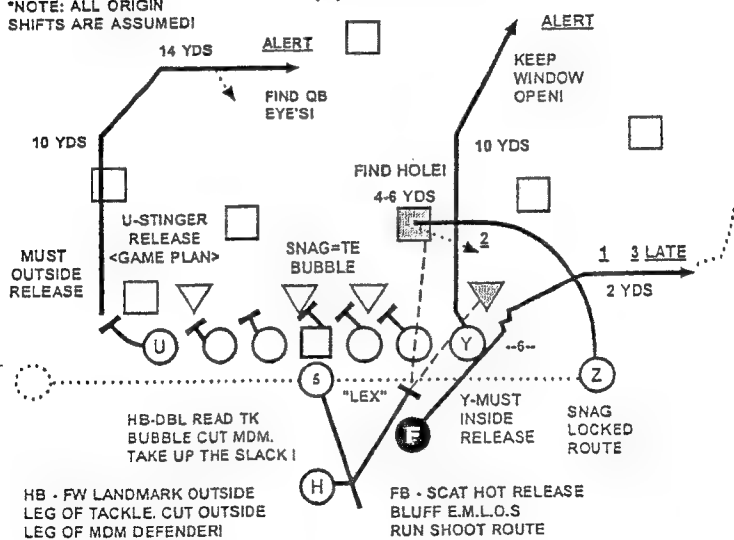
<JUMBO> (ZOOM) ZIP KING RIGHT (LEFT) HOUND 6 (7) "HOT" Z-SNAG (U-IN)

*NOTE: ALL ORIGIN
SHIFTS ARE ASSUMED!



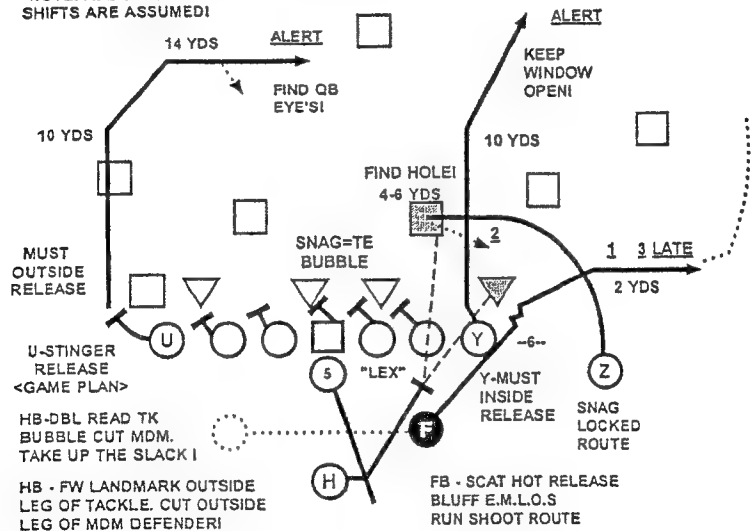
<JUMBO> ZOOM KING RIGHT (LEFT) HOUND 6 (7) "HOT" Z-SNAG (U-IN)

*NOTE: ALL ORIGIN
SHIFTS ARE ASSUMED!



<JUMBO> QUEEN RIGHT (LEFT) "FUZZ" HOUND 6 (7) "HOT" Z-SNAG (U-IN)

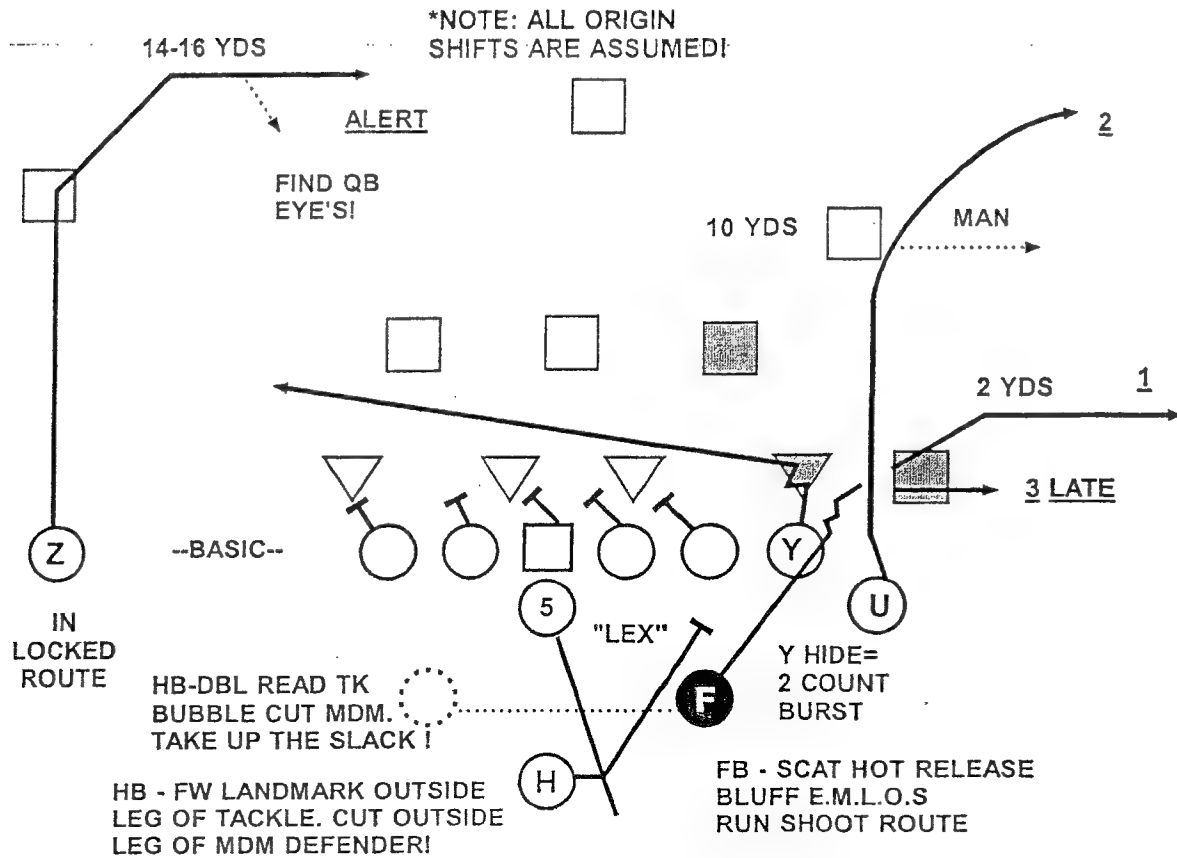
*NOTE: ALL ORIGIN
SHIFTS ARE ASSUMED!



NOTES:

NEW ORLEANS SAINTS

<JUMBO> QUEEN PAIR RIGHT "FUZZ" HOUND 6 "HOT" U-BANANA Y-HIDE



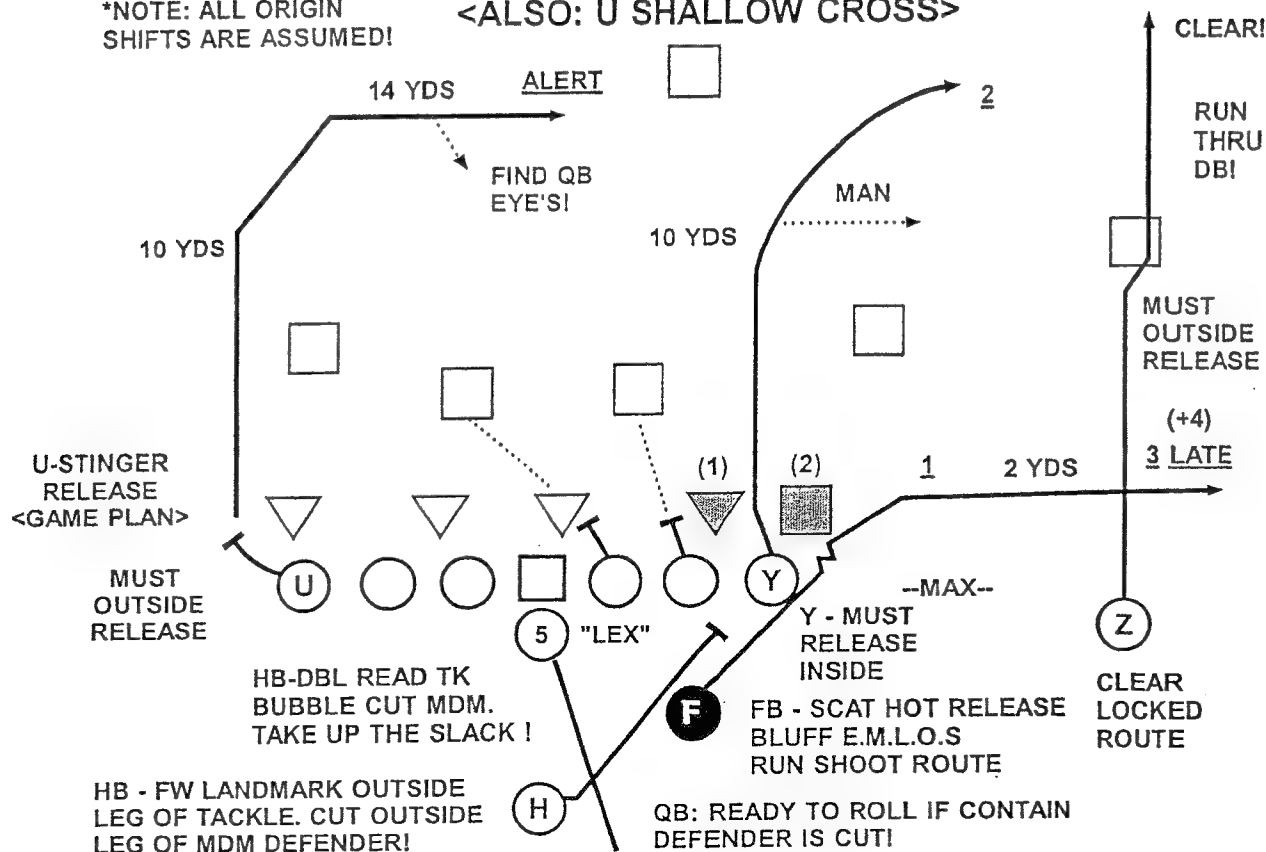
NOTES:

NEW ORLEANS SAINTS

<JUMBO> (ZOOM) KING RIGHT (LEFT) HOUND 6 (7) "HOT" Y-BANANA (U-IN)

*NOTE: ALL ORIGIN
SHIFTS ARE ASSUMED!

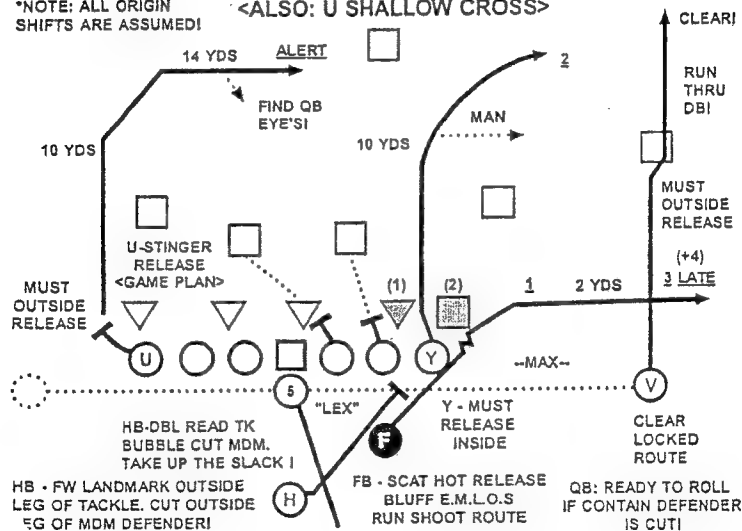
<ALSO: U SHALLOW CROSS>



<TRIO> RIGHT (LEFT) "V RT" HOUND 6 (7) "HOT" Y-BANANA (U-IN)

*NOTE: ALL ORIGIN
SHIFTS ARE ASSUMED!

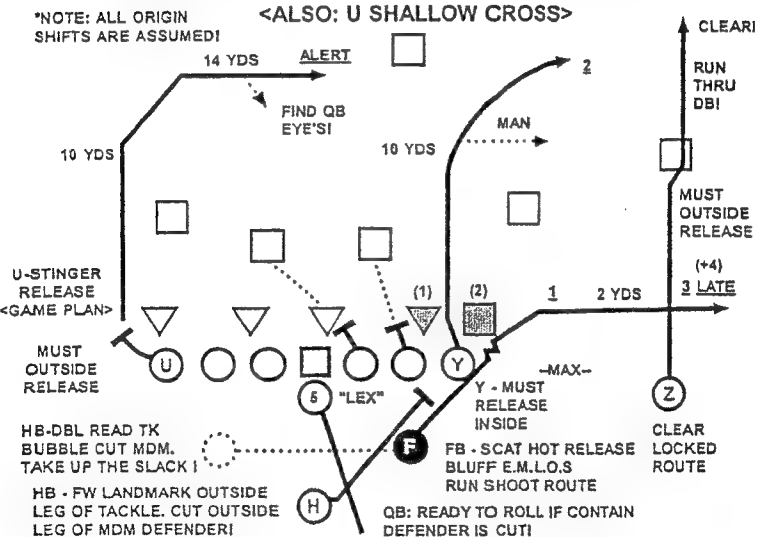
<ALSO: U SHALLOW CROSS>



<JUMBO> QUEEN RIGHT (LEFT) "FUZZ" HOUND 6 (7) "HOT" Y-BANANA (U-IN)

*NOTE: ALL ORIGIN
SHIFTS ARE ASSUMED!

<ALSO: U SHALLOW CROSS>



NOTES:

2004 TRAINING CAMP
MONDAY, AUGUST 09, 2004

- INSTALLATION #11
- DBL PRACTICE DAY
 - #13 (AM) (SHELLS)
 - #14 (PM) (FULL)
- SINGLE MEETING DAY
 - (15)

SY PROTECTIONS:

HOUND 6/7 "HOT"

APACHE 7/6 "HOT"

FAKE 95/94 BOB "JACK"

95/94 KEEP RIGHT

200 JET

SY PASSING GAME:

PLAY ACTION:

HOUND 6/7 "HOT" Y BANANA (U-IN) (KING) QUEEN "FUZZ" <JMB>
RIGHT (LEFT) "V RT/LT" <TRIO>

HOUND 6/7 "HOT" U (V) BANANA QUEEN PAIR "FUZZ" <JMB>
Y HIDE UP STEEL FLOP <TRIO>

HOUND 6/7 "HOT" Z SNAG (U-IN) (ZOOM) ZIP KING (QUEEN "FUZZ") <JMB>

APACHE 7/6 "HOT" Z SNAG ZIP CLUSTER <TRIO>
(V CORNER)

APACHE 7/6 "HOT" Z HOOK KING PAIR "FUZZ" <JMB>
UP WOOL FLOP <TRIO>

FAKES:

FAKE 94 BOB "JACK" Z READ QUEEN PAIR <JMB>
(U CORNER)

KEEPS:

95/94 KEEP RIGHT U (V) CORNER QUEEN PAIR <JMB>
Y LATE UP WOOL FLOP <TRIO>

DROP BACK:

200 JET BOTH RACE SHIFT WIDER RIGHT OUTSIDE <JMB>

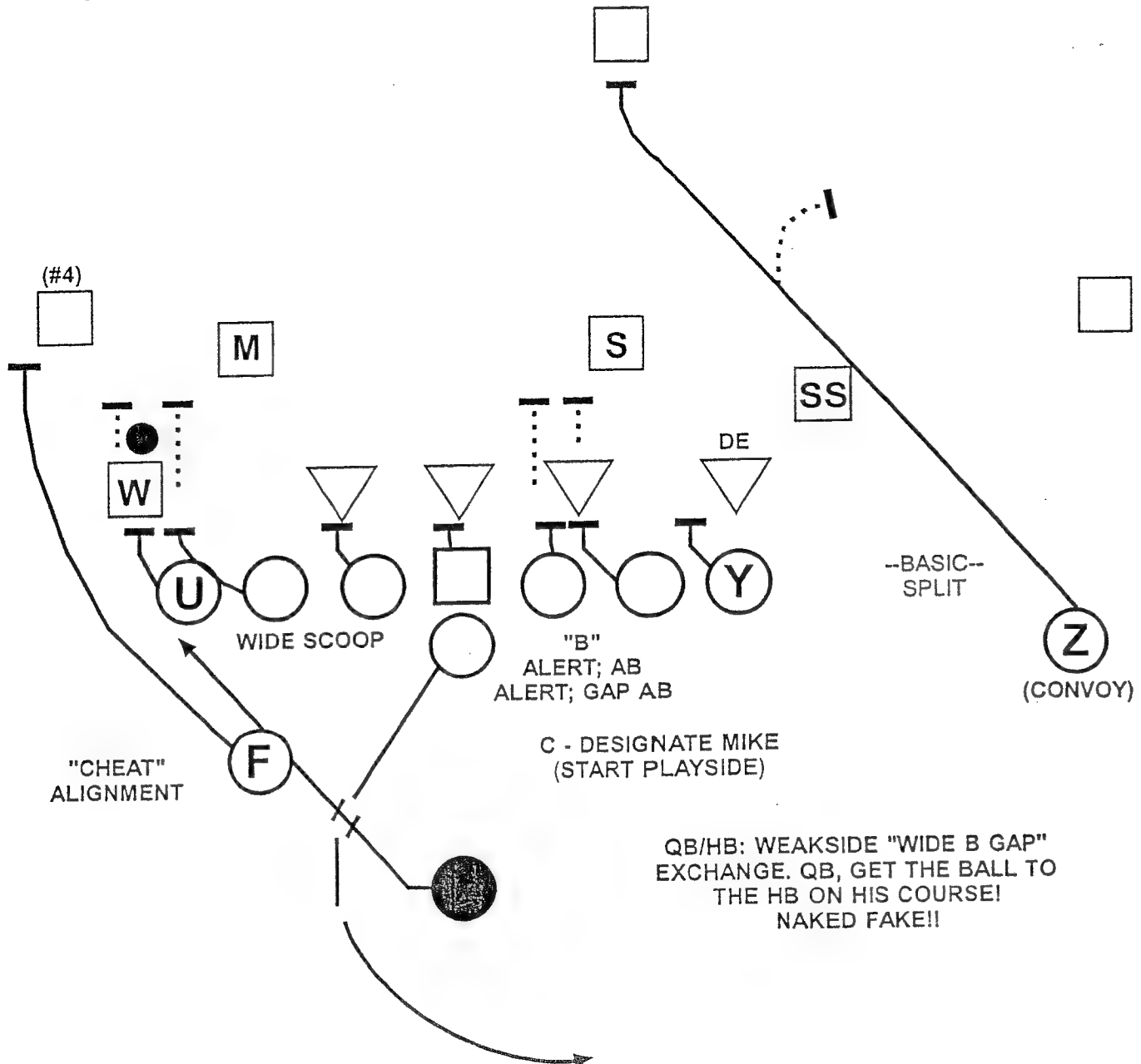
97/96 STRETCH BOSS SPOT

K BRI JUMBO
QUEEN RIGHT (LEFT)
97 (96) STRETCH BOSS "Z KEY"

"RUN IT RUN"

"SPOTTED RUN"

*POSSIBLE = "DECLARATION REDESIGNATION"



500
 <TG>

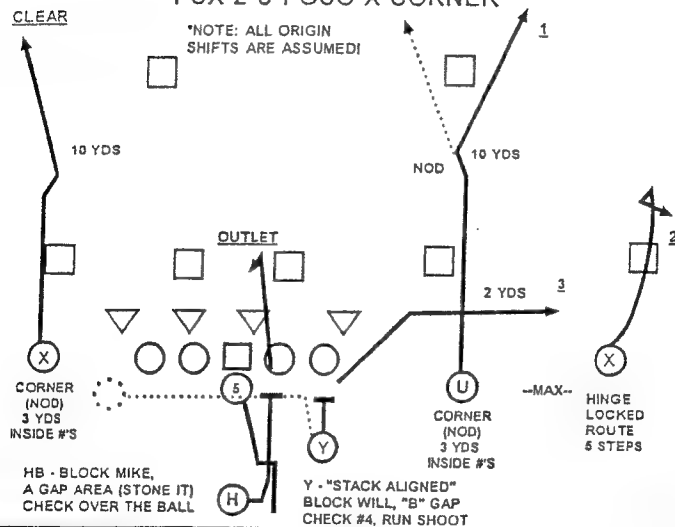
RZ #3

+20 TO +16

<TG>

"TEAR" TRIP RIGHT
FOX 2 U POCO X CORNER

*NOTE: ALL ORIGIN
SHIFTS ARE ASSUMED!



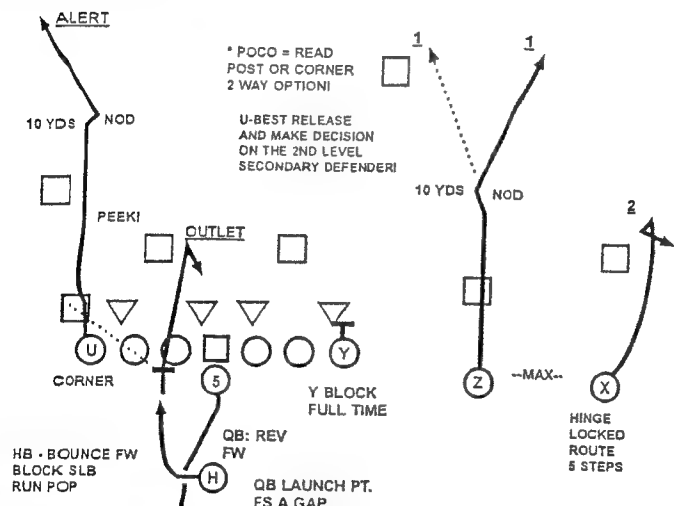
+20 TQ +16

<TG>

RIGHT TWIN
PASS 95 BOB FLK POCO U CORNER

* POCO = READ
POST OR CORNER

U-BEST RELEASE
AND MAKE DECISION
ON THE 2ND LEVEL
SECONDARY DEFENDER

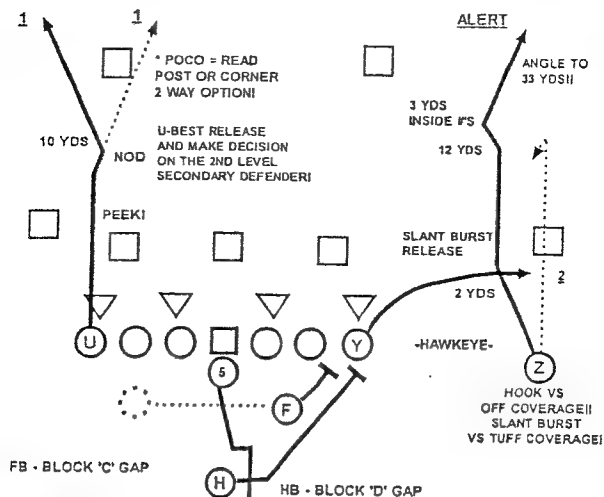


+20 TO +16

<JMB>

*NOTE: ALL ORIGIN
SHIFTS ARE ASSUMED

QUEEN RIGHT "FUZZ"
FOX 6 U POCO Y HAWKEYE

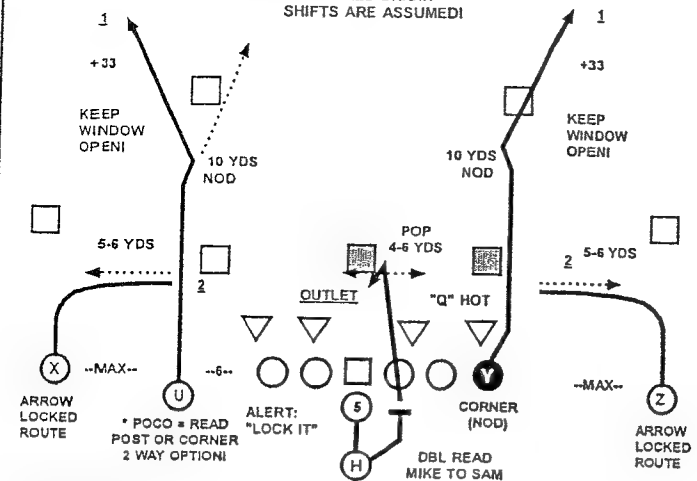


+20 TO +16

<TG>

DIVIDE RIGHT (LEFT)
2 (3) JET BOTH ARROW U POCO

*NOTE: ALL ORIGIN
SHIFTS ARE ASSUMED!

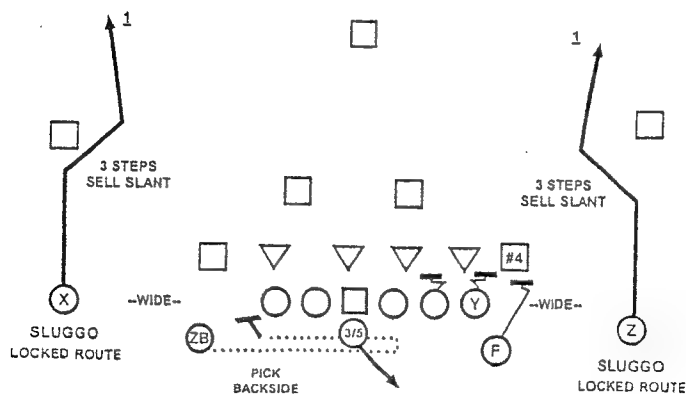


+20 TO +16

<ZB>

EMPTY UP RIGHT "ZB CTR"
388 QUAD BOTH SLUGGO

" PSL
highest off
rock def.

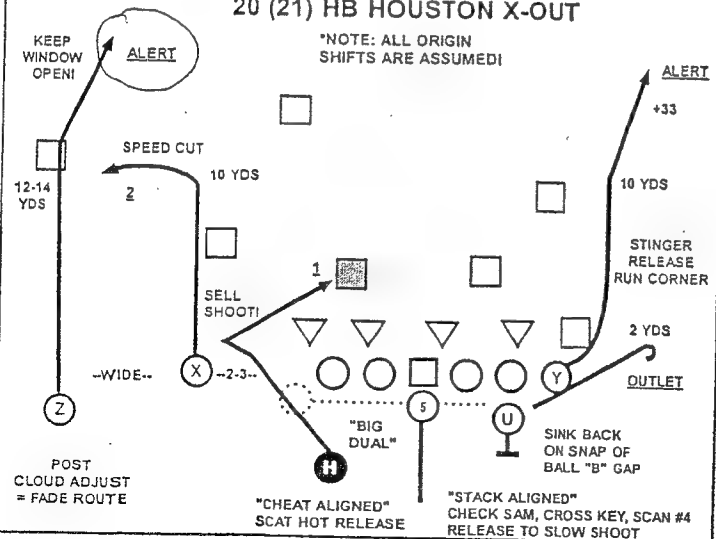


+20 TO +16

<TIGER>

MOVE FAR STEEL RIGHT (LEFT) FLOP
20 (21) HB HOUSTON X-OUT

*NOTE: ALL ORIGIN
SHIFTS ARE ASSUMED!



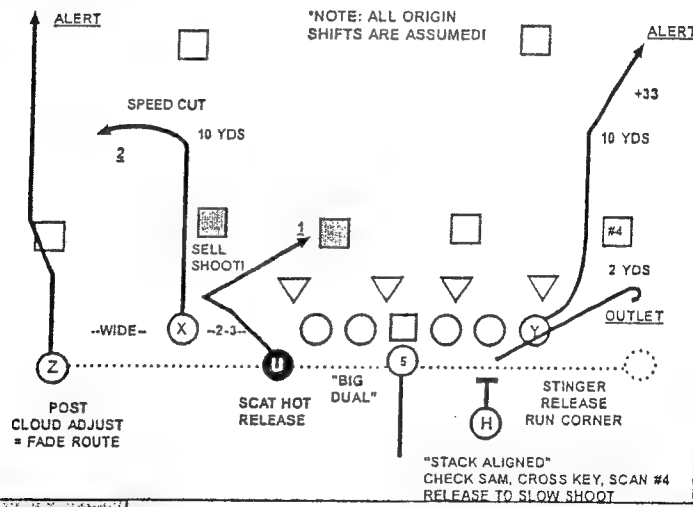
NEW ORLEANS SAINTS

RZ #3

+20 TO +16

<TIGER>

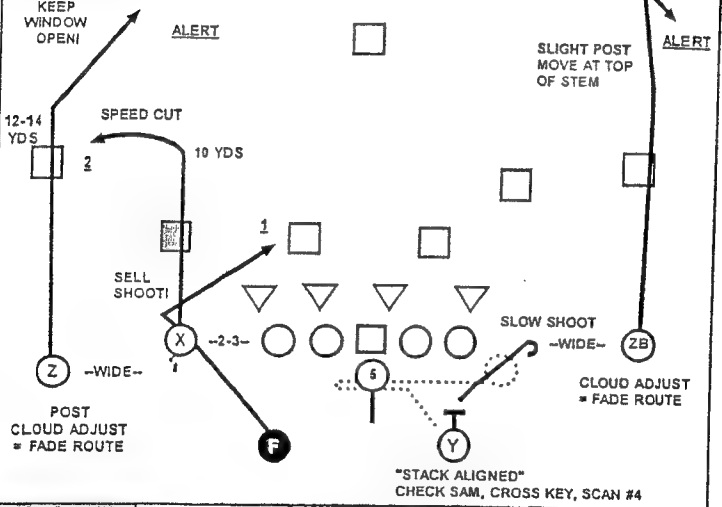
ZOOM NEAR (DEUCE) RIGHT (LEFT) FLOP
20 (21) U HOUSTON X-OUT



+20 TO +16

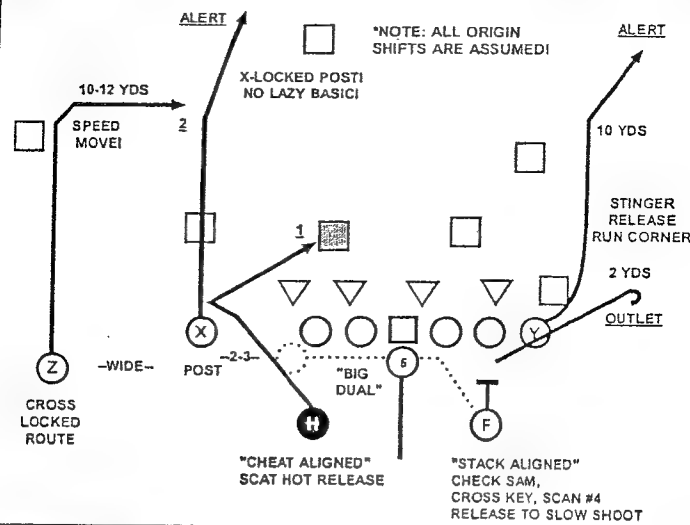
<ZB>

"TIP TAP" STRONGER RIGHT (LEFT) FLOP
80 (81) HB HOUSTON X-OUT



+20 TO +16

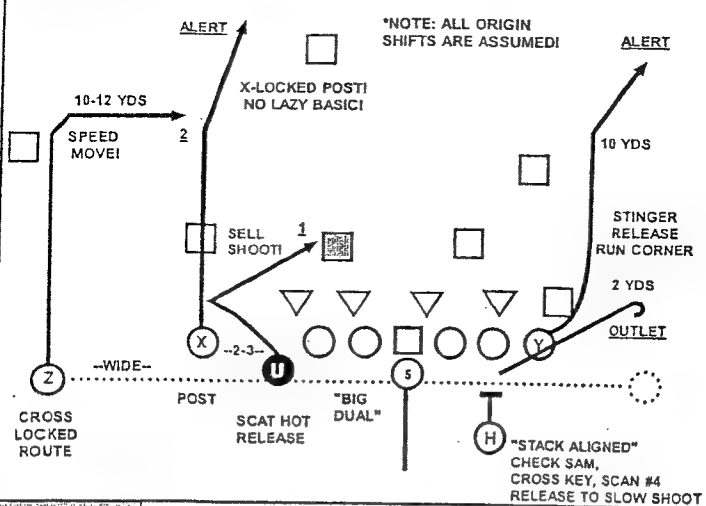
UNDER RIGHT (LEFT) FLOP "FB RIGHT"
20 (21) HB HOUSTON Z-CROSS



+20 TO +16

<TIGER>

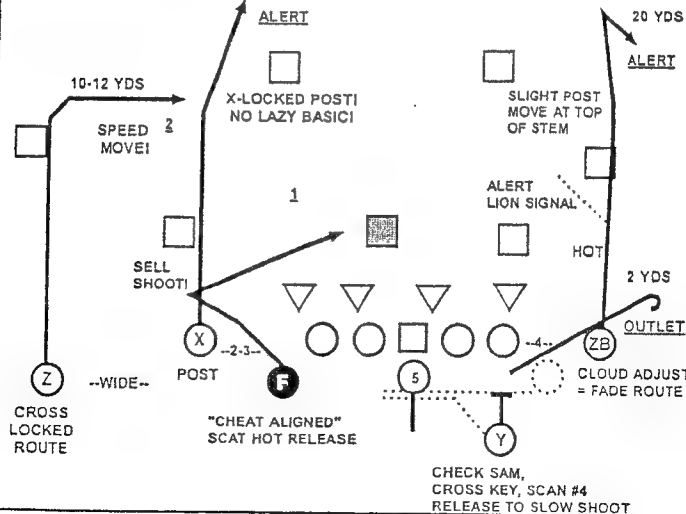
ZOOM NEAR (DEUCE) RIGHT (LEFT) FLOP
20 (21) U HOUSTON Z-CROSS



+20 TO +16

<ZEBRA>

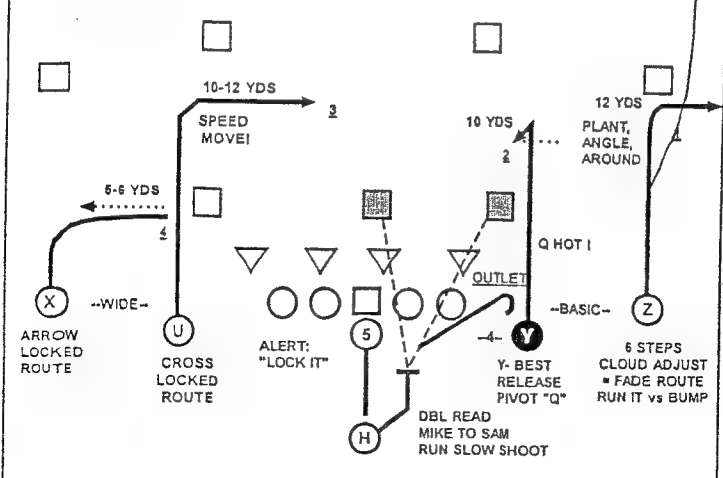
TIP TAP STRONGER (LEFT) FLOP
80/81 HB HOUSTON Z CROSS



+20 TO +16

<TIGER>

DIVIDE OPEN RIGHT (LEFT)
2 (3) JET WINSTON U-BOW
[ALERT "Z" CALL]



NEW ORLEANS SAINTS

RZ #3

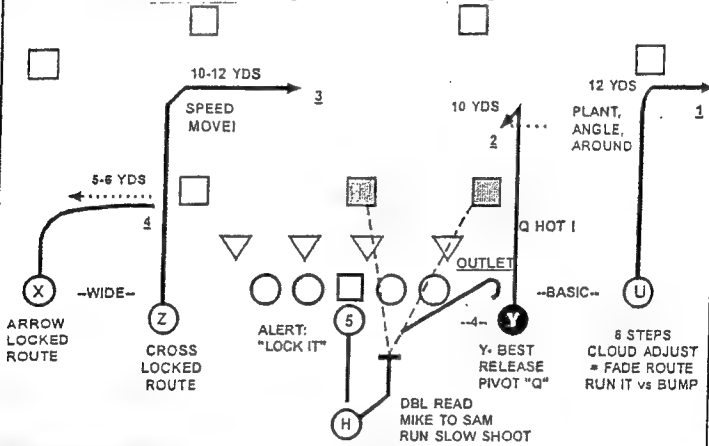
+20 TO +16

<TIGER>

2 (3) JET WINSTON Z-BOW

*NOTE: ALL ORIGIN
SHIFTS ARE ASSUMED!

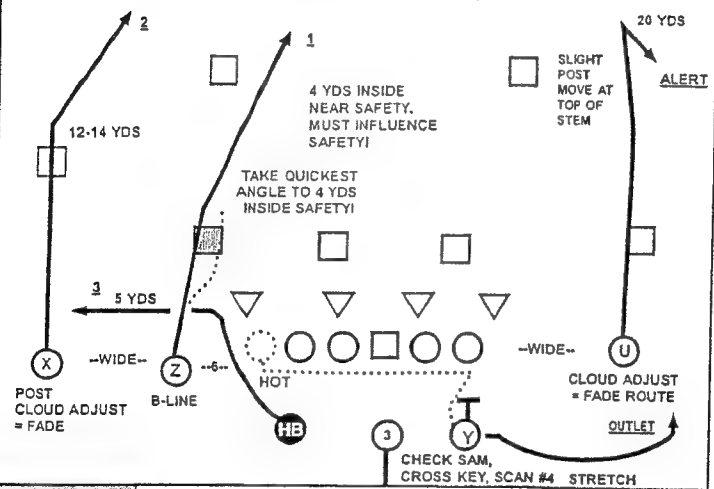
[ALERT "Z" CALL]



+20 TO +16

<TG>

"TEAR" (FAR) STEEL TROUBLE RIGHT (LEFT) SLOT
"GUN" 80 (81) PEPPER HB FLAT
(ZB COMEBACK)

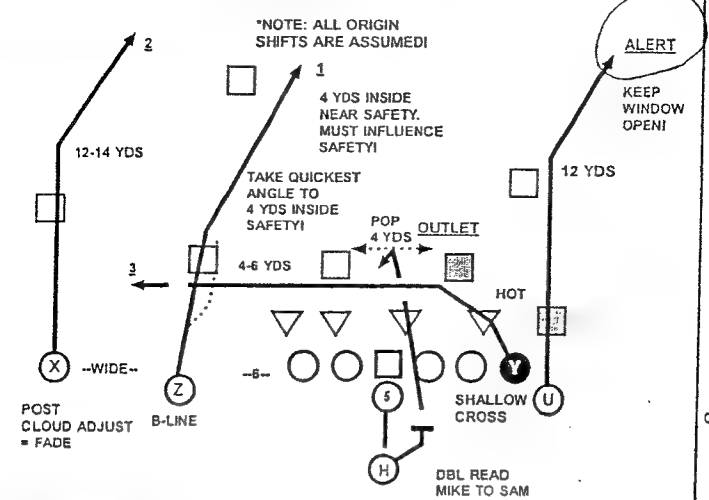


+20 TO +16

<TIGER>

WEST RIGHT (LEFT) SLOT
2 (3) JET "PEPPER" Y SHALLOW CROSS

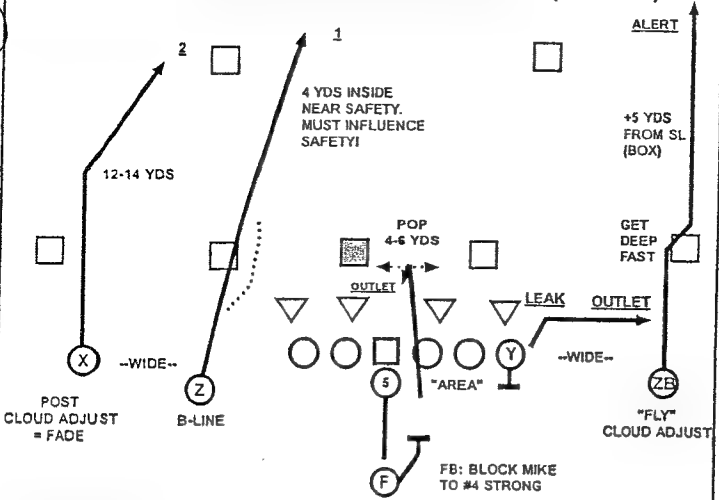
*NOTE: ALL ORIGIN
SHIFTS ARE ASSUMED!



+20 TO +16

<ZEBRA>

STRONGER RIGHT (LEFT) SLOT
2 (3) JET "CHECK" PEPPER ZB-FLY (FB POP)

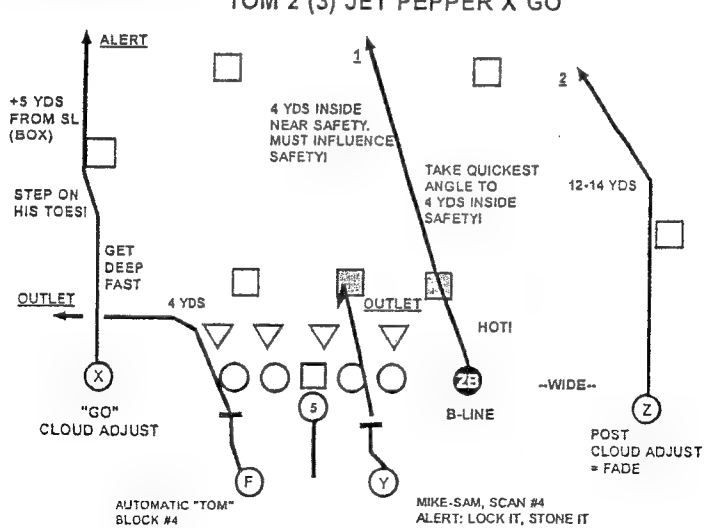


+20 TO +16

<ZB>

FAR STEEL STRONG RIGHT (LEFT)
TOM 2 (3) JET PEPPER X GO

*NOTE: ALL ORIGIN
SHIFTS ARE ASSUMED!



+20 TO +16

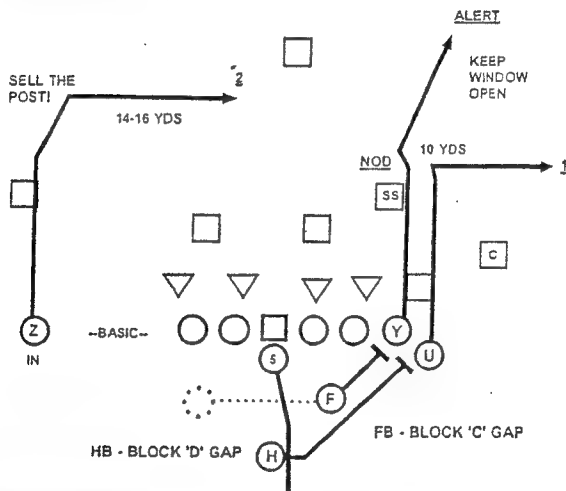
NEW ORLEANS SAINTS

RZ #3

+15 TO +11

<JMB>

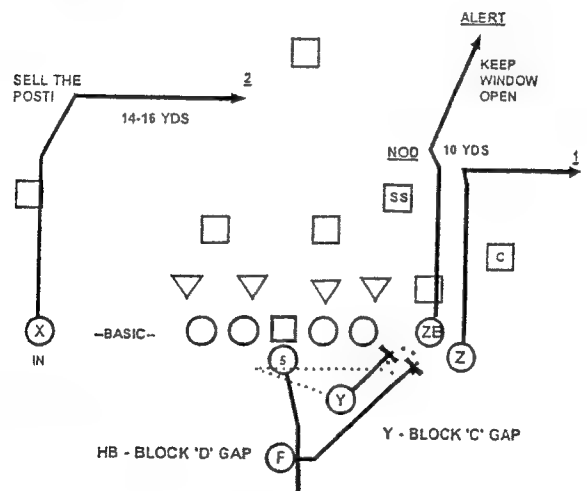
QUEEN RIGHT PAIR "FUZZ"
FOX 6 Y CORNER U OUT (Z IN)



+15 TO +11

<ZB>

"TIP TAP" SET RIGHT CLOSE
FOX 6 ZB CORNER Z OUT (X IN)

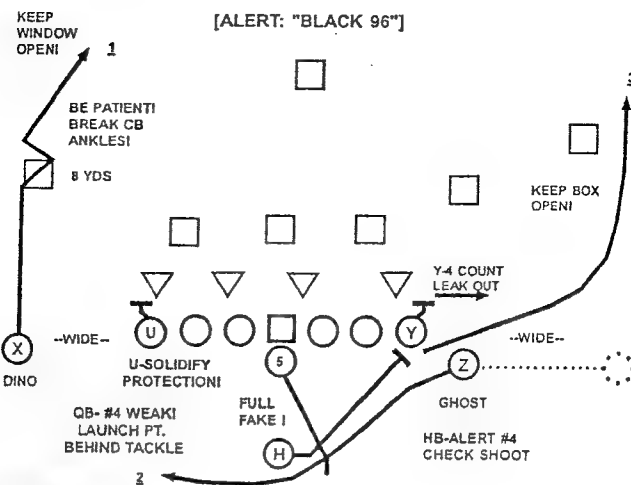


+15 TO +11

<TIGER>

FAKE 96 STRETCH GHOST X DINO

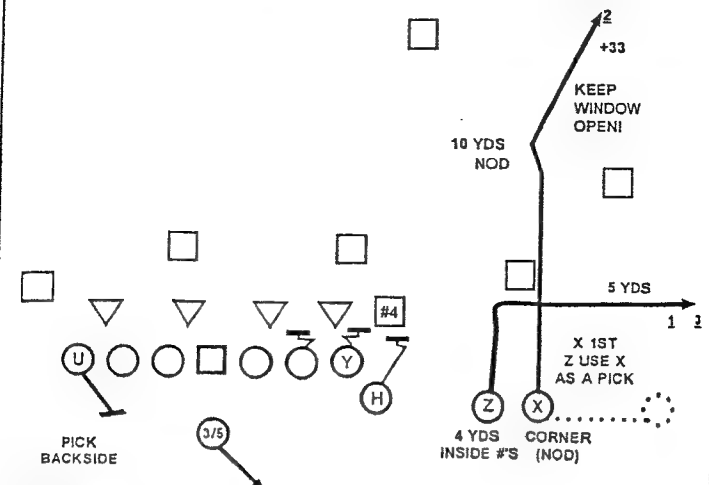
[ALERT: "BLACK 96"]



+15 TO +11

<TG>

SET RIGHT (LEFT) TWIN "X SHORT"
"GUN" 388 (399) "QUAD" Z FLAT X NOD CORNER

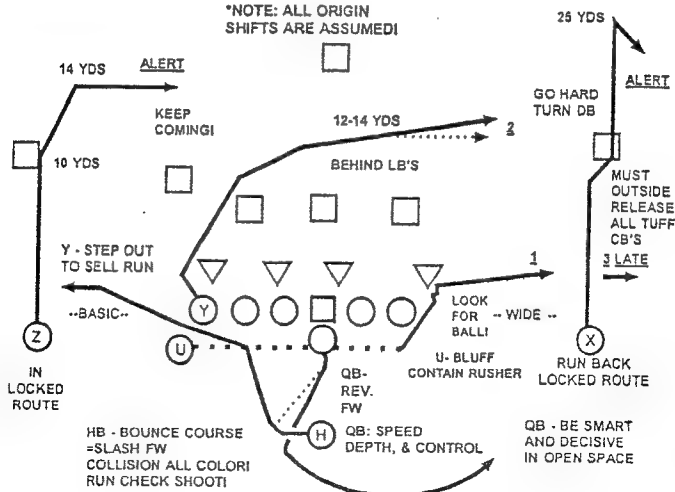


+15 TO +11

<TIGER>

"MOVE" LEFT (RIGHT)
"TOSS" 97 (96) QB "KEEP" RT (LT) U BLUFF

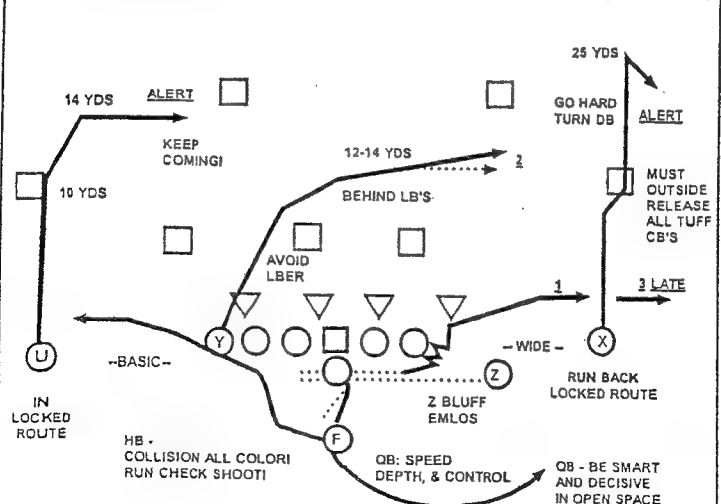
*NOTE: ALL ORIGIN
SHIFTS ARE ASSUMED!



+15 TO +11

<ZB>

TROUBLE LEFT (RIGHT) SLOT "Z CTR"
(TOSS) 65 (64) (QB) KEEP RIGHT (LT) Z-BLUFF (Y-OVER)



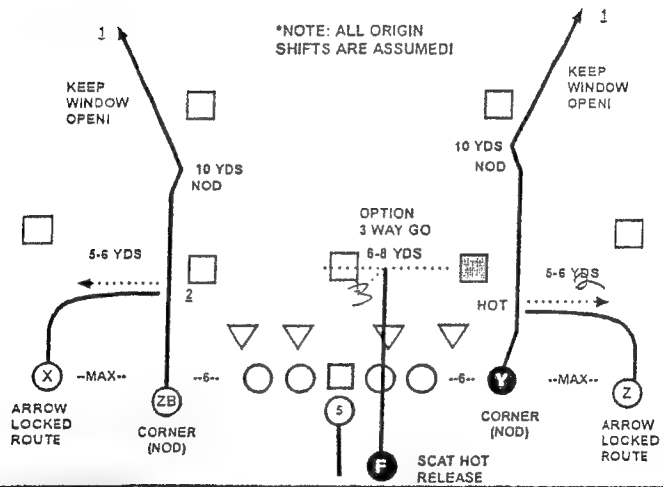
NEW ORLEANS SAINTS

RZ #3



<ZB>

WIDE OPEN RIGHT (LEFT)
SCAT 22 (23) BOTH ARROW FB OPTION



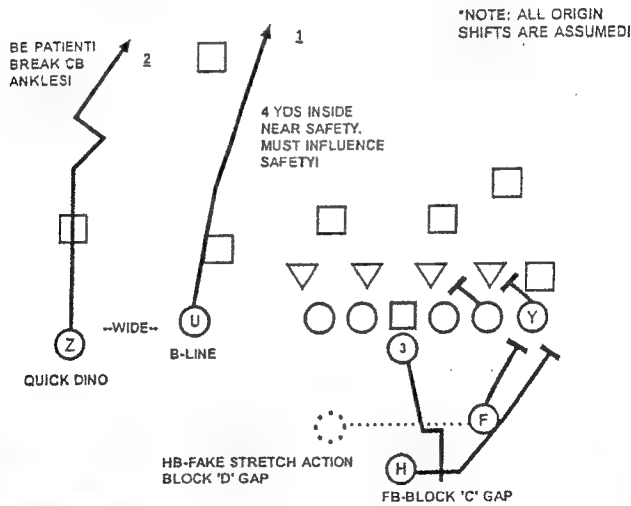
+15 TO +11

+15 TO +11

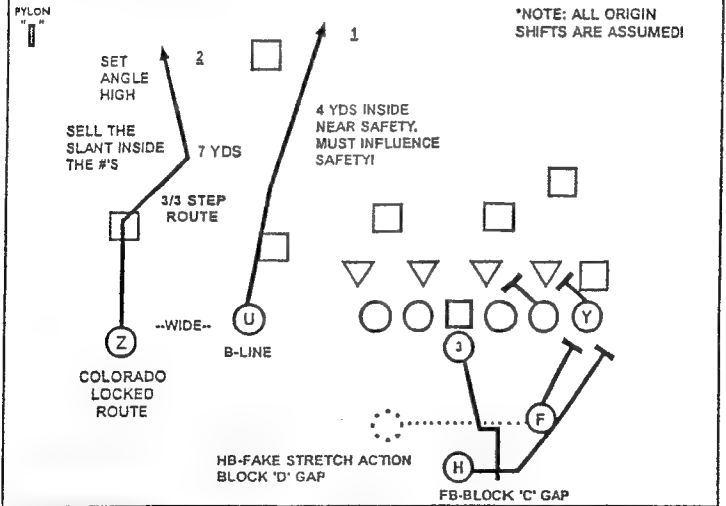
NEW ORLEANS SAINTS

RZ #3

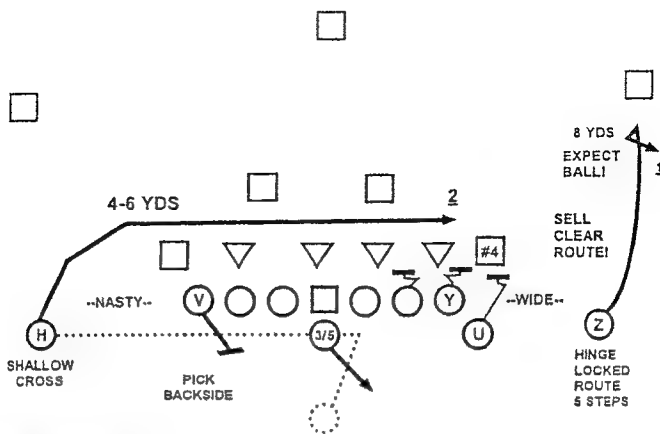
+10 TO +6 <JMB> QUEEN RIGHT DIVIDE FLOP "FUZZ" FOX 600 "SOLID" Z QUICK DINO BOO B-LINE



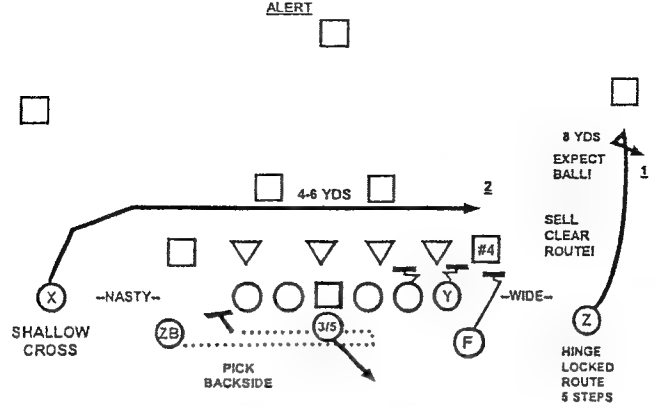
+10 TO +6 <JMB> QUEEN RIGHT DIVIDE FLOP "FUZZ" FOX 600 "SOLID" Z QUICK COLORADO BOO B-LINE



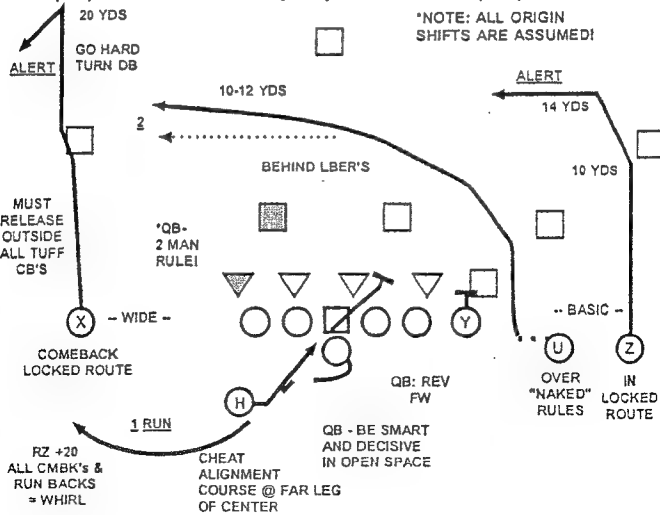
+10 TO +6 <TRIO> UNDER WEST RIGHT "B LEFT" 388 QUAD RIGHT Z-HINGE



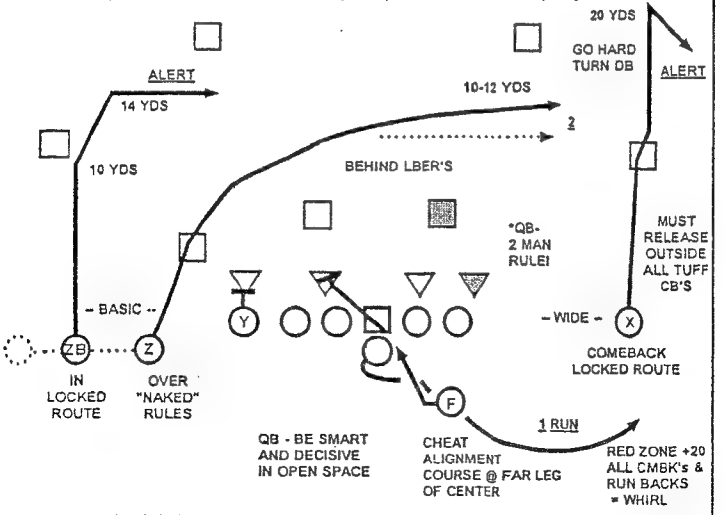
+10 TO +6 <ZB> EMPTY UP RIGHT "ZB CTR" 388 QUAD Z-HINGE



+10 TO +6 <TIGER> (FAR) TRIP RIGHT (LEFT) "U SHORT" 10 (11) DIVE "SOLID" (QB) NAKED LT (RT) U OVER



+10 TO +6 <ZEBRA> "ZIP" (FAR) STRONGER LEFT (RIGHT) 31 (30) DIVE "SOLID" (QB) NAKED RT (LT) Z OVER



NEW ORLEANS SAINTS

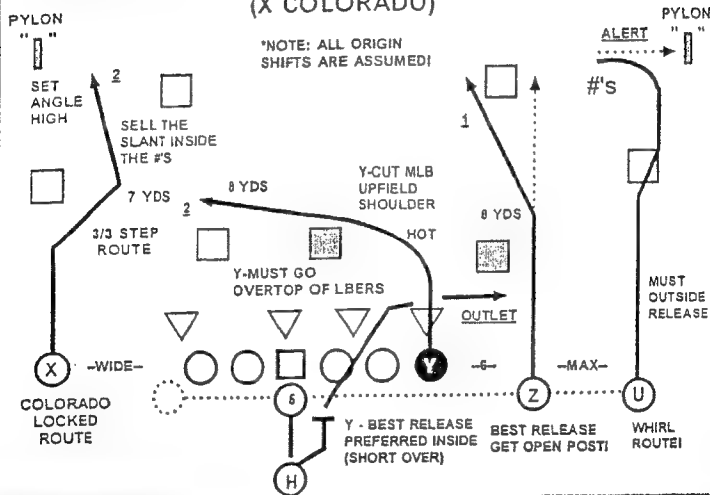
RZ #3

0 TO +6

<TIGER>

MOVE TROUBLE RIGHT (LEFT)
2 (3) JET FLANKER SHORT POST
(X COLORADO)

*NOTE: ALL ORIGIN
SHIFTS ARE ASSUMED!

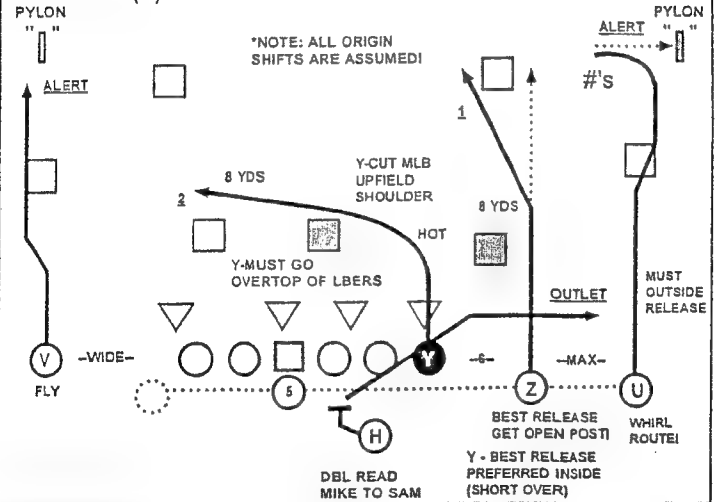


+10 TO +6

<TRIO>

MOVE BEYOND TROUBLE RIGHT (LEFT)
2 (3) JET FLANKER SHORT POST BOO FLY

*NOTE: ALL ORIGIN
SHIFTS ARE ASSUMED!



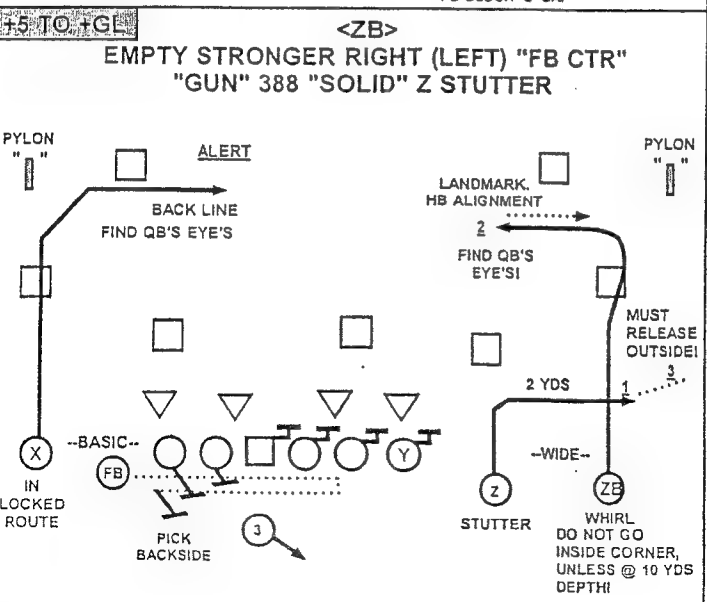
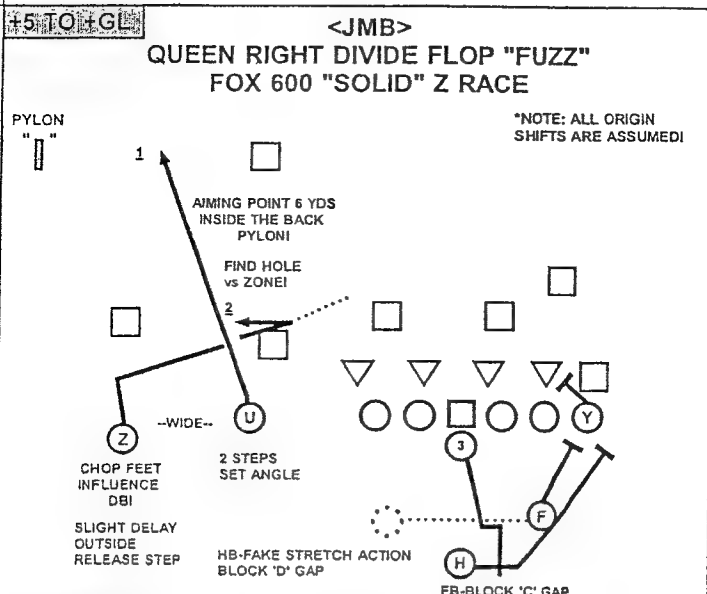
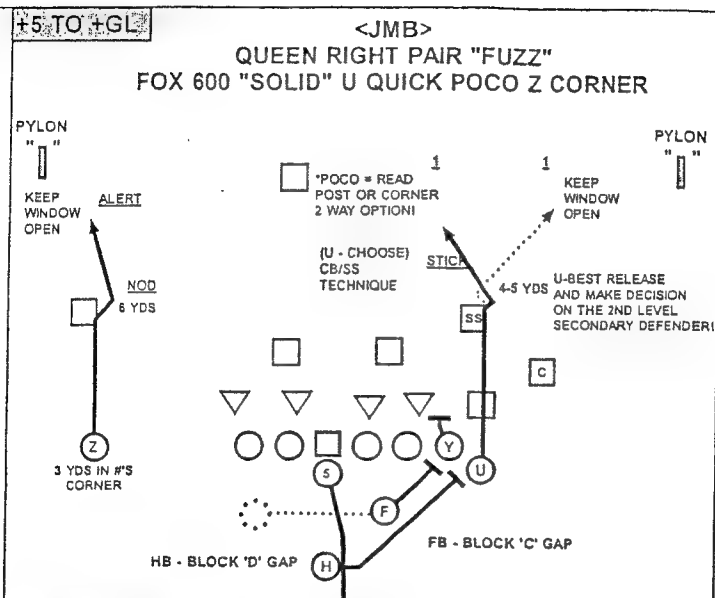
+10 TO +6

+10 TO +6

+10 TO +6

+10 TO +6

RZ #3



**** 94/95 SLASH ****

TIGER
"CAN ZIP" (X) RIGHT (LEFT)
94 (95) SLASH "X/Z KEY"

TE RULES!!

Y - BLOCK #3. ALERT; SCOOP, SLIP.
U - BLOCK #3. ALERT; C, C-SS, Y-SIFT.

NEW ORLEANS SAINTS RUN GAME

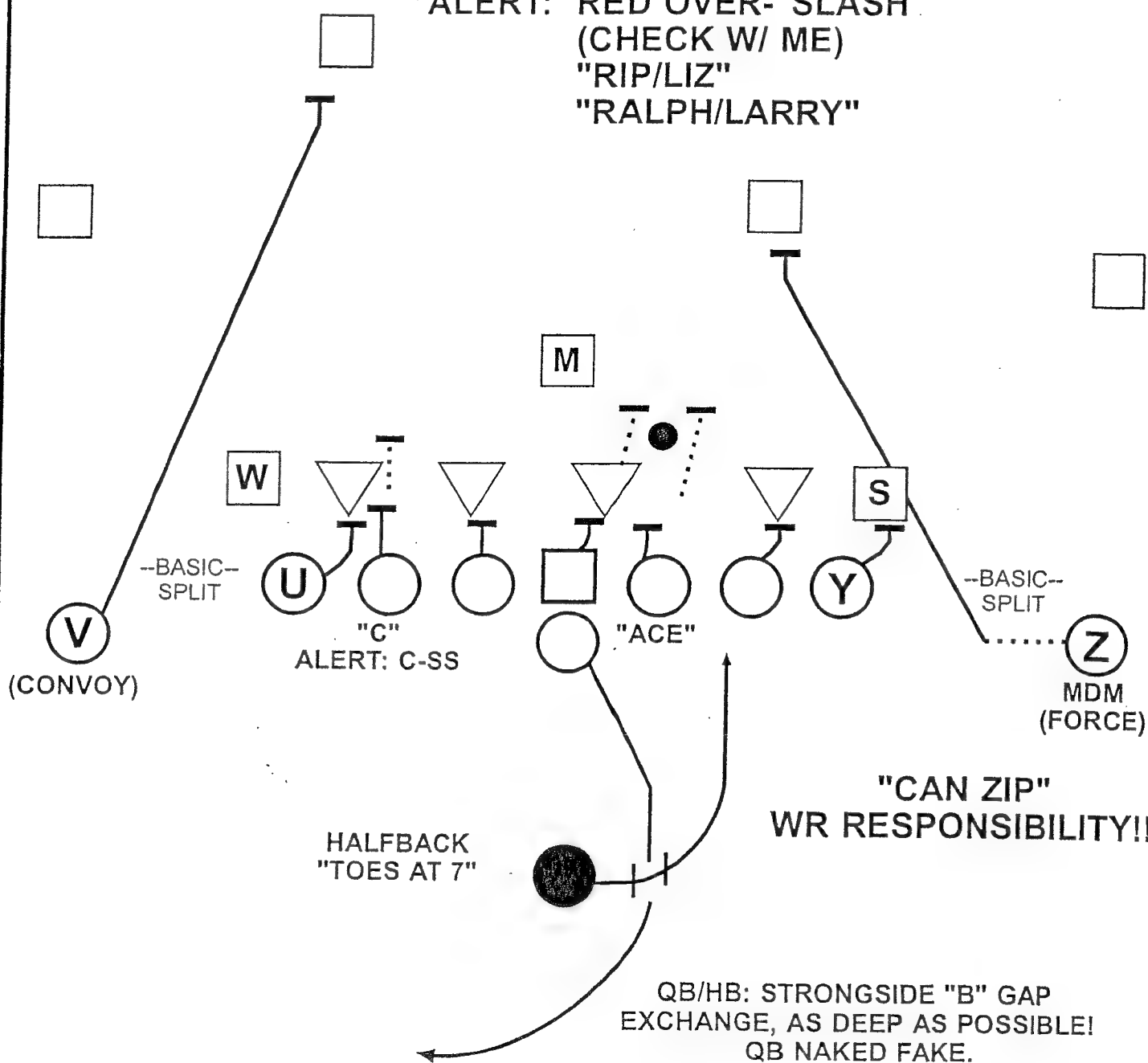
**** 94/95 SLASH ****

DEFENSE: 23

TRIO

"CAN ZIP (V)" BEYOND RIGHT (LEFT)
94 (95) SLASH "V/Z KEY"

*ALERT: RED OVER-"SLASH"
(CHECK W/ ME)
"RIP/LIZ"
"RALPH/LARRY"



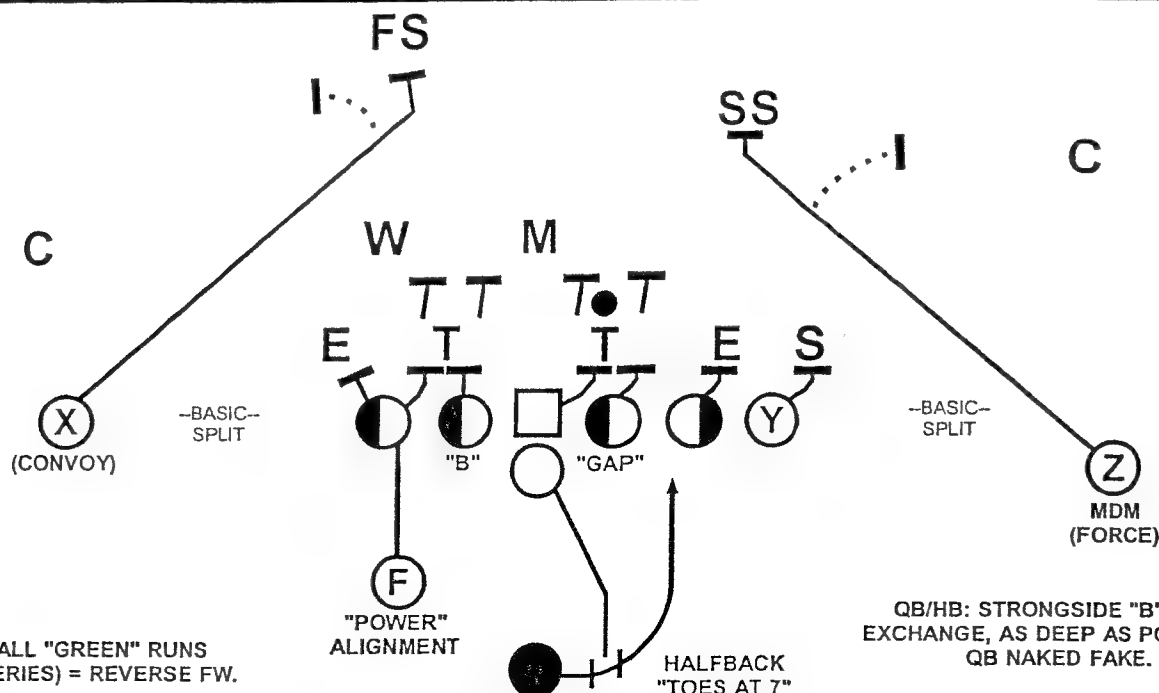
NEW ORLEANS SAINTS RUN GAME

SERIES
NINETIES

PLAY
94 (95) SLASH
FLIP 94 (95) SLASH

BASE FORMATIONS
QUEEN
WOOL <TG>

DESCRIPTION: STRONGSIDE INSIDE ZONE BLOCKING SCHEME WITH OPTION HOLE RUNNING! THE POINT OF ATTACK IS THE STRONGSIDE "C GAP" TO THE BACKSIDE "B GAP". THIS IS THE ORIGIN OF THE STRONGSIDE RUN GAME!!!



FB
BLOCKING
BACK

"QUEEN ALIGNMENT; HEELS AT 5 YARDS, IN A 3 POINT STANCE. "QUEEN" ALIGNMENT IS A "POWER" LOCATION BEHIND THE WEAKSIDE TACKLE. ACCELERATE WITH INSIDE/OUTSIDE APPROACH FOR THE E.M.L.O.S. IF WILL IS ON THE LINE OF SCRIMMAGE, BLOCK THE OUTSIDE OF THE TWO (DE OR WILL) IN A SIFT SCHEME WITH THE WEAKSIDE TACKLE. USE A RIP CUT-OFF TECHNIQUE TO INSURE THE WIDTH OF BLOCKING SCHEME FOR OPTION HOLE RUNNING.

HB

BALL CARRIER: ALIGN "TOES" 7 YARDS DEEP FROM THE L.O.S. (IF FLIP IS USED ALIGN "TOES" 7 YARDS FROM THE L.O.S.) IN A 2 POINT STANCE.

**FOOTWORK
& COURSE:**

USE OPEN CROSSOVER FOOTWORK TO GET SHOULDERS SQUARE ON THE 3RD STEP. THE SPRINT SPOT IS THE INSIDE LEG OF THE STRONGSIDE TACKLE.

DOT
RUNNING:

STRONGSIDE GUARD COVERED = READ DEFENDER OVER THE GUARD.
STRONGSIDE GUARD UNCOVERED = READ THE DEFENDER OVER THE TACKLE.

**2ND LEVEL
VISION:**

PRESS THE HOLE TO SET THE MIKE LBER. DON'T MAKE THE CUT TO EARLY.
NORTH & SOUTH OPTION HOLE RUNNING. FEEL THE FLOW OF THE DEFENSE
AND ACCELERATE THE CREASE.

X

CONVOY: TAKE HIGH HARD ANGLE TO THE FAR
SAFETY (S/S), MOST LIKELY TO BLOCK F/S.

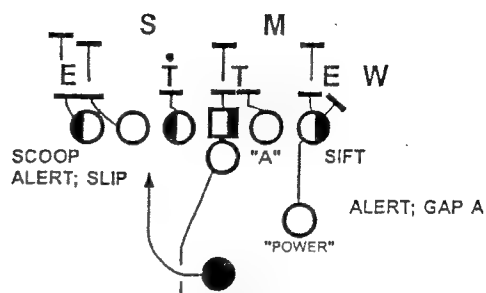
BASIC SPLIT!

Z

MDM: BLOCK FORCE (RUN SUPPORT)
DEFENDER. SPRINT SHALLOW TO THE L.O.S.

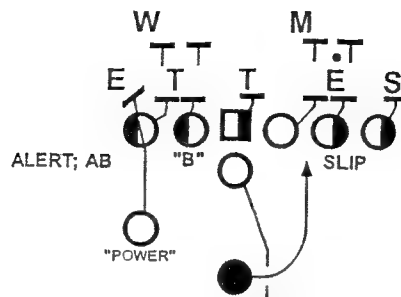
BASIC SPLIT!

95 SLASH

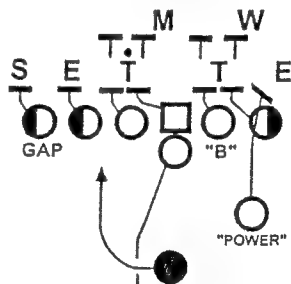


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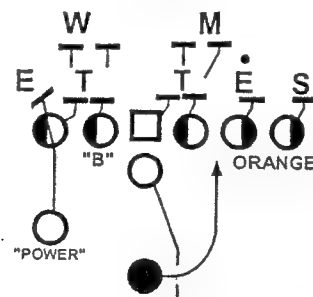
94 SLASH



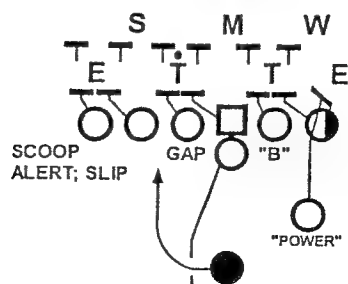
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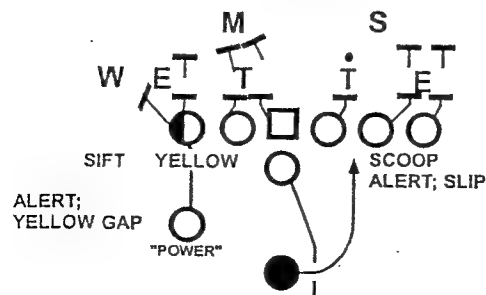
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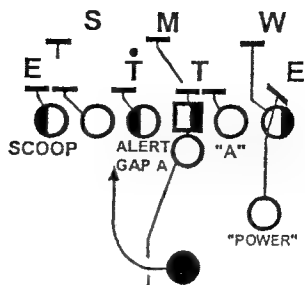
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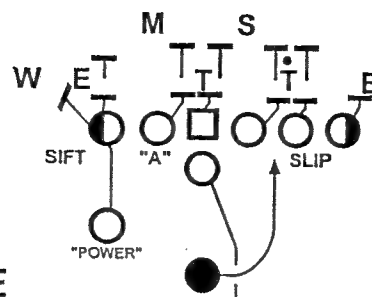
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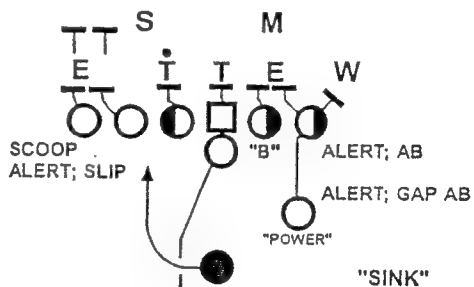
47 -



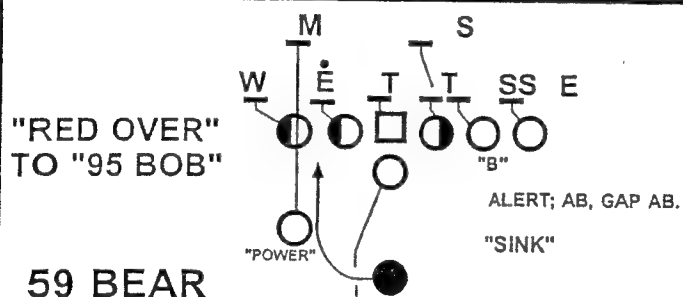
59 LOOSE



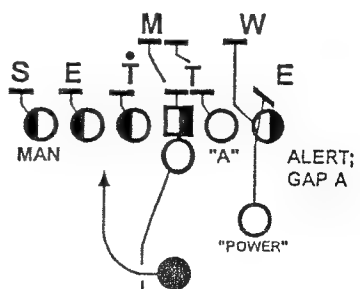
53 OKIE



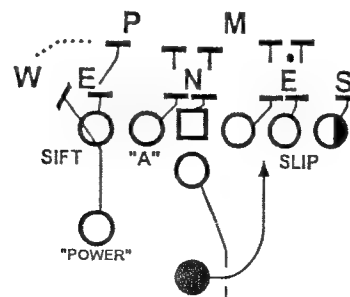
57 SINK



59 BEAR



53 BOSS



34

NEW ORLEANS SAINTS RUN GAME

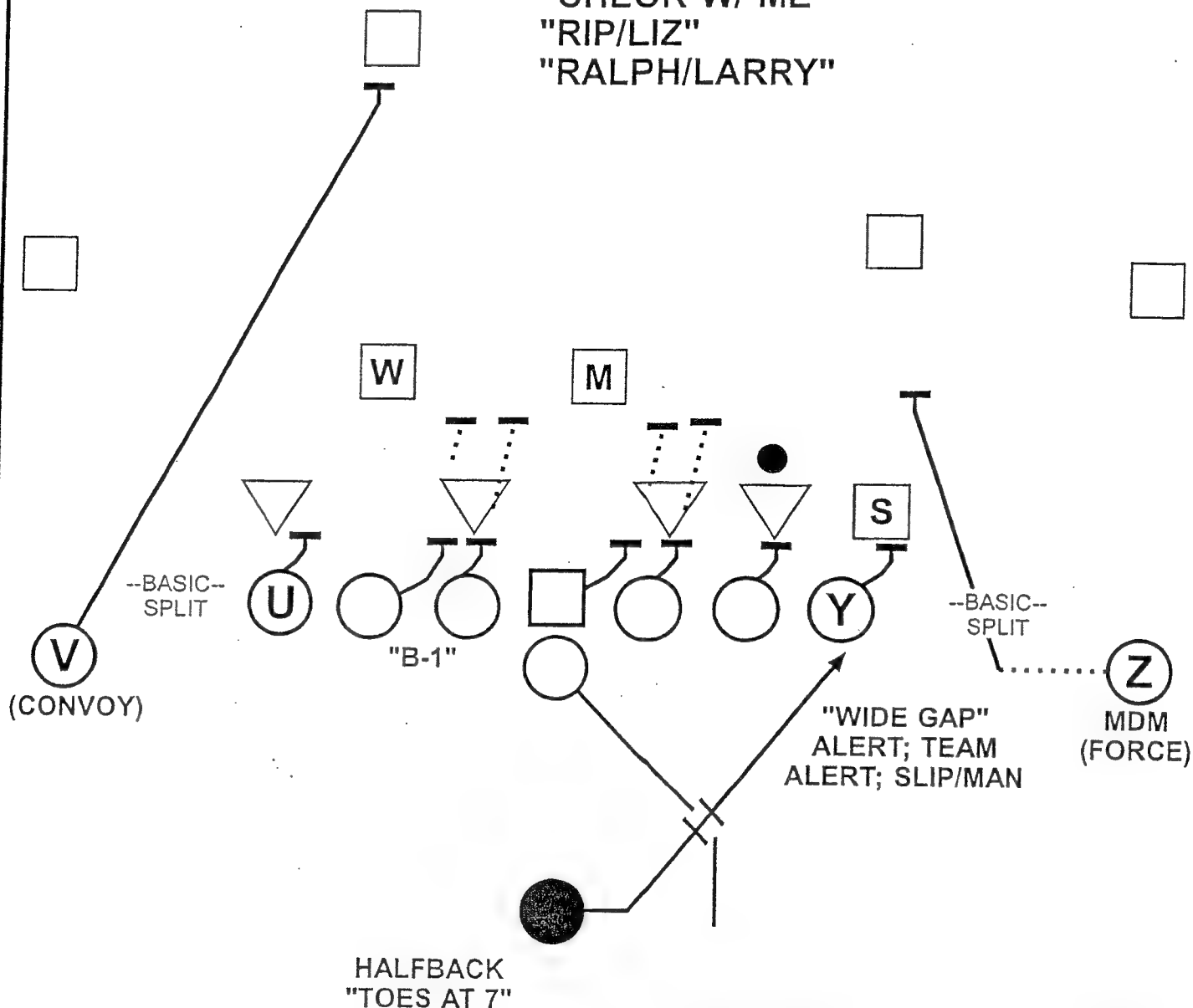
** 96/97 STRETCH **

DEFENSE: 45

TRIO

"CAN ZIP (V)" BEYOND RIGHT (LEFT)
96 (97) STRETCH "V/Z KEY"

*ALERT: RED OVER-"STRETCH"
"CHECK W/ ME"
"RIP/LIZ"
"RALPH/LARRY"



QB/HB: STRONGSIDE "WIDE B GAP"
EXCHANGE! QB, GET THE BALL TO
THE "HB" ON HIS COURSE!!

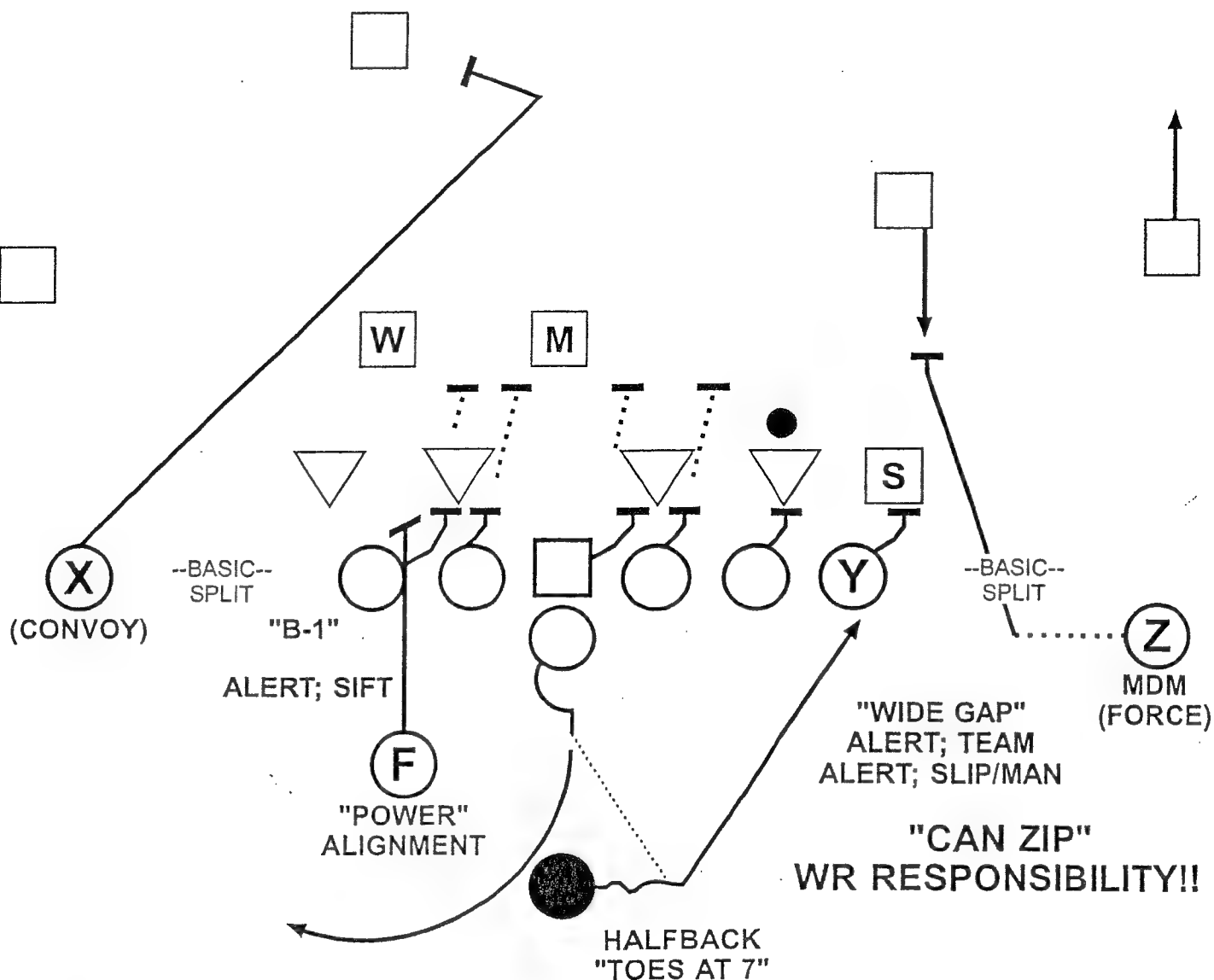
NEW ORLEANS SAINTS RUN GAME

**** FLIP 96/97 STRETCH ****

DEFENSE: 45

**"CAN ZIP" QUEEN RIGHT (LEFT)
FLIP 96 (97) STRETCH "X KEY"**

***ALERT: "RUN IT" RUN**



**"CAN ZIP"
WR RESPONSIBILITY!!**

TE RULES!!

Y - BLOCK #3. ALERT; WIDE SCOOP, WIDE SLIP, JACK, TEAM, TRIPLE, OUT, WIDE, ORANGE/YELLOW, MAN (WIPE), "G", TED.

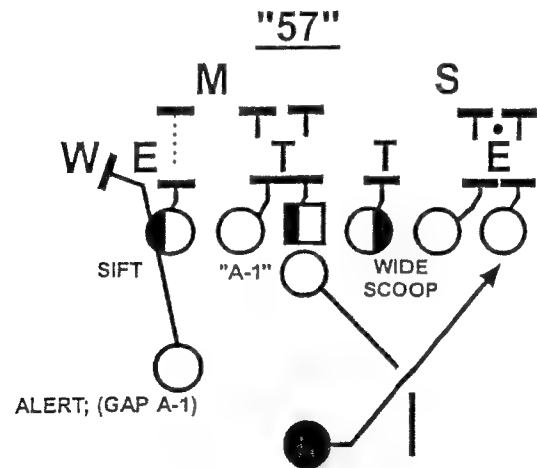
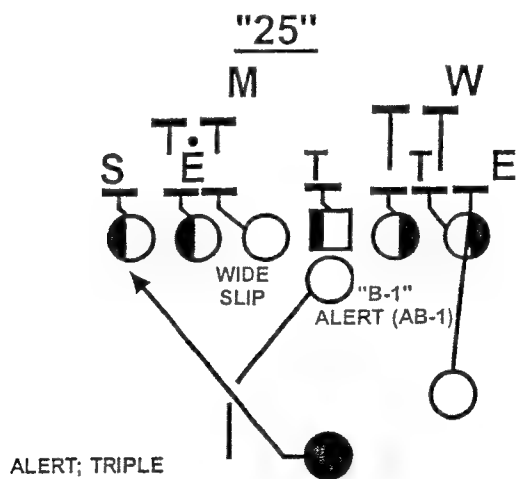
U - ASSUME FB RESPONSIBILITIES.

NEW ORLEANS SAINTS RUN GAME

SERIES
NINETIES

PLAY
(FLIP) 96 (97) STRETCH

BASE FORMATIONS
QUEEN



Y

BLOCK #3. ALERT; WIDE SCOOP, WIDE SLIP, JACK, TEAM, TRIPLE, OUT, WIDE, ORANGE/YELLOW, MAN (WIPE), "G", TED.

U

ASSUME FB RESPONSIBILITIES.

**ON
SIDE
TACKLE**

BLOCK #2. ALERT; WIDE SCOOP, WIDE SLIP, TRIPLE, TEAM, OUT, ORANGE/YELLOW.

**ON
SIDE
GUARD**

BLOCK #1. ALERT; WIDE GAP, WIDE SLIP, TRIPLE, TEAM, OUT, ORANGE/YELLOW (GAP), CLIFF.

**C
E
N
T
E
R**

BLOCK ZERO. ALERT; A-1, AB-1, WIDE GAP, GAP A-1, GAP AB-1, TEAM, ORANGE/YELLOW, (GAP), CLIFF.

**OFF
SIDE
GUARD**

BLOCK #1. ALERT; A-1, AB-1, B-1, GAP A-1, GAP AB-1, ORANGE/YELLOW (GAP), CLIFF.

**OFF
SIDE
TACKLE**

BLOCK #2. ALERT; SIFT, B-1, C-1, C-SS, AB-1, GAP A-1, GAP AB-1, ORANGE/YELLOW (GAP).

COACHING POINTS:

1. 96/97 STRETCH = POSSIBLE "RED OVER" TO 95/94 BOB.

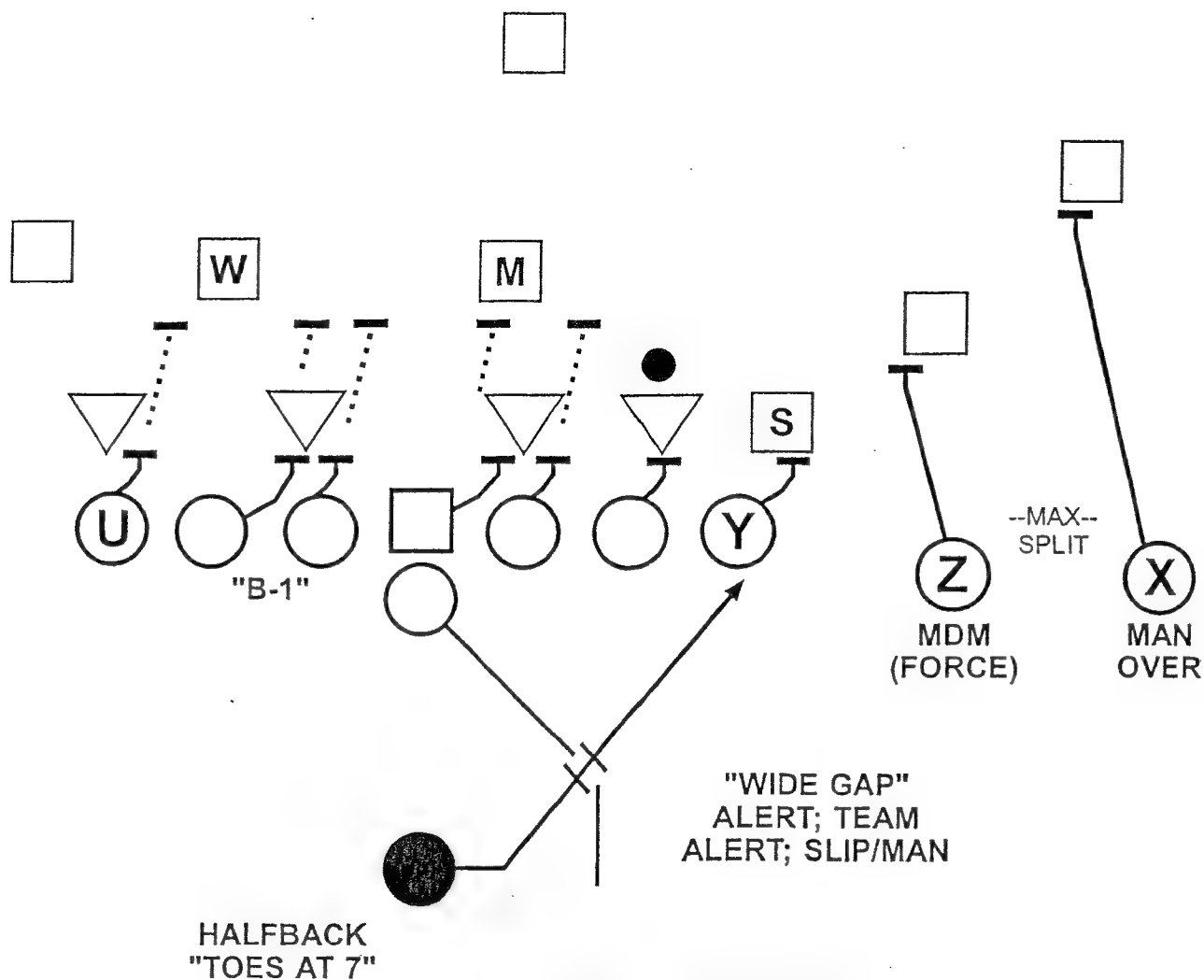
NEW ORLEANS SAINTS RUN GAME

96/97 STRETCH FLK FORCE

DEFENSE: 45 +

TIGER
TWIN RIGHT (LEFT)
96 (97) STRETCH FLK FORCE

*ALERT: RED OVER-"STRETCH"
"RIP/LIZ"



QB/HB: STRONGSIDE "WIDE B GAP"
EXCHANGE! QB, GET THE BALL TO
THE "HB" ON HIS COURSE!!

NEW ORLEANS SAINTS SUB RUN GAME

**** 66/67 STRETCH ****

DEFENSE: 49

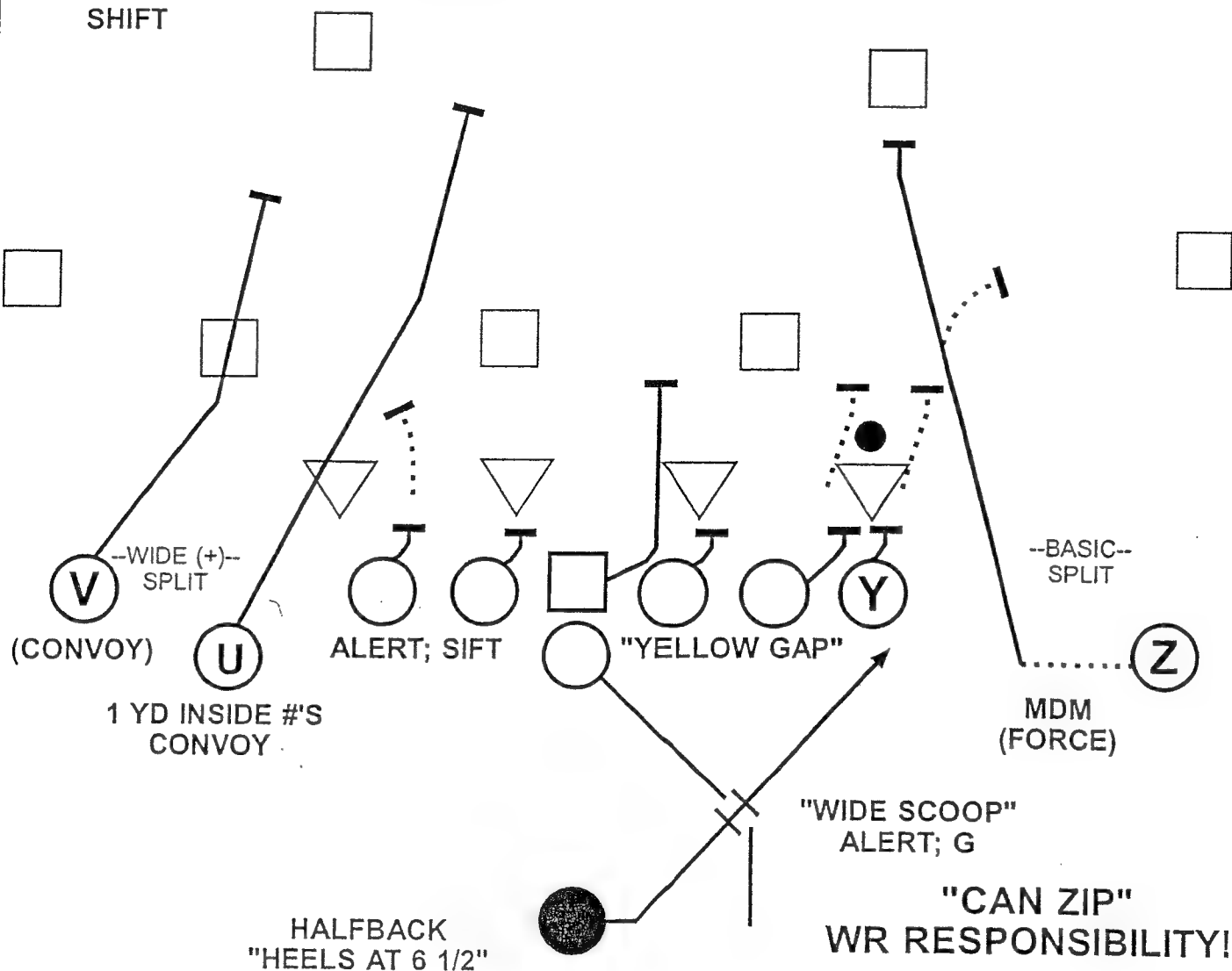
TRIO

**"CAN ZIP" BEYOND DIVIDE RIGHT (LEFT)
66 (67) STRETCH**

**BOX
RULE
RUN**

***ALERT: RED OVER-65/64 O.P. U FORCE
"RIP/LIZ"
"RALPH/LARRY"**

NO ORGIN
SHIFT



QB/HB: STRONGSIDE "WIDE B GAP"
EXCHANGE! QB, GET THE BALL TO
THE HB ON HIS COURSE!!

TE RULES!!

Y - BLOCK #3. ALERT; WIDE SCOOP, JACK,
TEAM, TRIPLE, OUT, ORANGE/YELLOW,
G, TED.

66/67 STRETCH U FORCE

2 TIGER
TRIP RIGHT (LEFT)
66 (67) STRETCH U FORCE "X KEY"

BOX RULE RUN

The diagram illustrates a tactical formation labeled "RUN". It shows several units and their positions relative to a central area labeled "YELLOW GAP".

- Unit X (CONVOY):** Located on the left, connected to the main formation by a solid line labeled "--BASIC-- SPLIT".
- Unit Y:** A circle labeled "Y" is positioned in the center-right, connected to the "YELLOW GAP" by a solid line.
- Unit U:** A circle labeled "U" is positioned to the right of "Y", connected to the main formation by a solid line labeled "--WIDE (+)-- SPLIT".
- Unit Z (MAN OVER):** A circle labeled "Z" is positioned on the far right, connected to the main formation by a solid line.
- Central Area:** A square labeled "YELLOW GAP" is located in the center, with a solid line connecting it to "Y".
- Other Units:** Several other units are shown as squares and circles, some connected by dotted lines, indicating a more complex or dispersed formation.
- Labels and Notes:**
 - "ALERT; SIFT" is written below the "YELLOW GAP" area.
 - "1 YD INSIDE #'S MDM (FORCE)" is written near the "Y" unit.
 - "WIDE SCOOP" ALERT; G is written at the bottom right.
 - "HALFBACK 'HEELS AT 6 1/2'" is written at the bottom left.

"WIDE SCOOP"
ALERT: G

TE RULES!!

QB/HB: STRONGSIDE "WIDE B GAP"
EXCHANGE! QB, GET THE BALL TO
THE HB ON HIS COURSE!!

Y - BLOCK #3. ALERT; WIDE SCOOP, JACK,
TEAM, TRIPLE, OUT, ORANGE/YELLOW,
G, TED.

66/67 STRETCH FB FORCE

2 PRO
UPPER RIGHT (LEFT)
66 (67) STRETCH FB FORCE "X KEY"

BOX RULE RUN

The diagram illustrates a tactical formation for a 10-man team. Key elements include:

- Positions:** Marked with letters X, Y, F, Z, and a central circle labeled "YELLOW GAP".
- Formation:** A line of five circles with triangles above them, and a line of five squares with triangles above them.
- Labels:**
 - BASIC-- SPLIT
 - ALERT; SIFT
 - "YELLOW GAP"
 - 1 YD INSIDE #'S MDM (FORCE)
 - WIDE (+)-- SPLIT
 - MAN OVER
 - "WIDE SCOOP" ALERT; G
 - HALFBACK "HEELS AT 6 1/2"
- Arrows:** Indicate movement paths, including a solid line from X to the top left, a dotted line from the top right to F, and a solid line from the bottom left to Y.

TE RULES!!

Y - BLOCK #3. ALERT; WIDE SCOOP, JACK,
TEAM, TRIPLE, OUT, ORANGE/YELLOW,
G, TED.

NEW ORLEANS SAINTS SUB RUN GAME

SERIES

SIXTIES

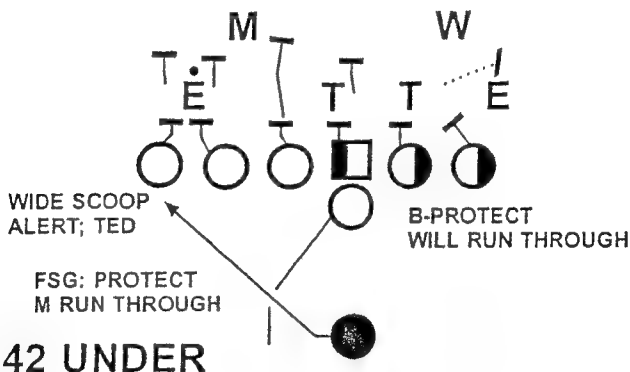
PLAY

66 (67) STRETCH (FORCE)

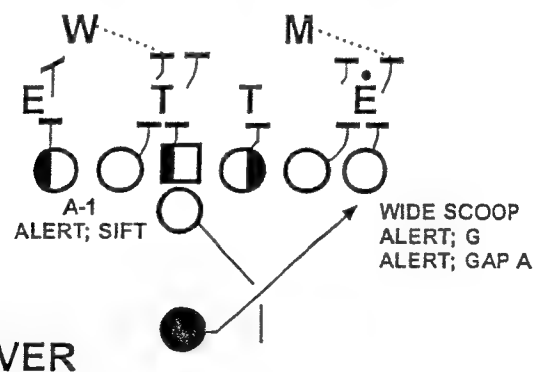
BASE FORMATIONS

WIDE (STRONG) <ZB>

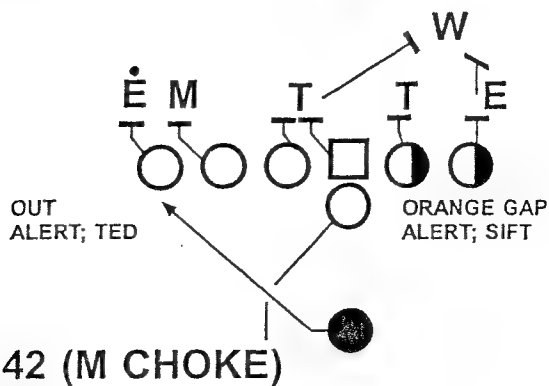
DIVIDE <TG>



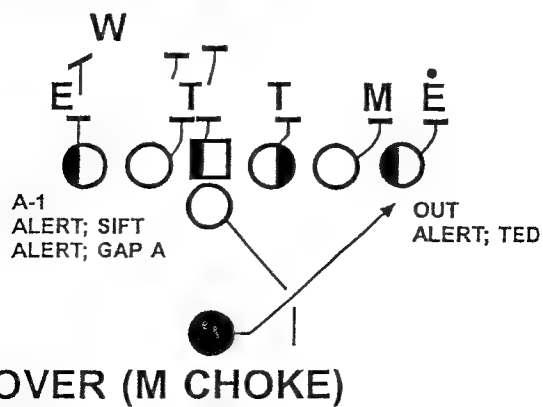
N42 UNDER



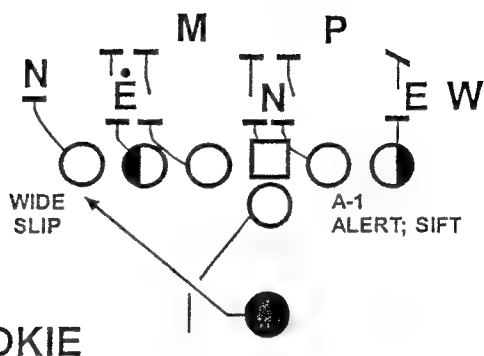
N42 OVER



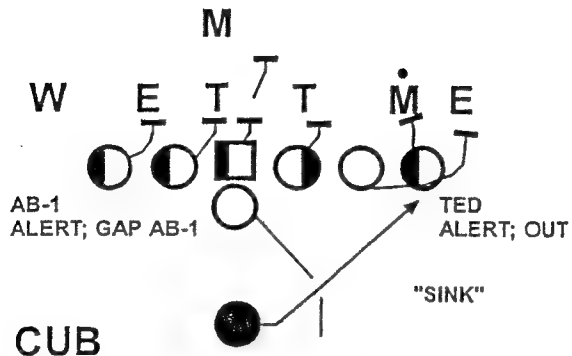
N42 (M CHOKE)



N42 OVER (M CHOKE)

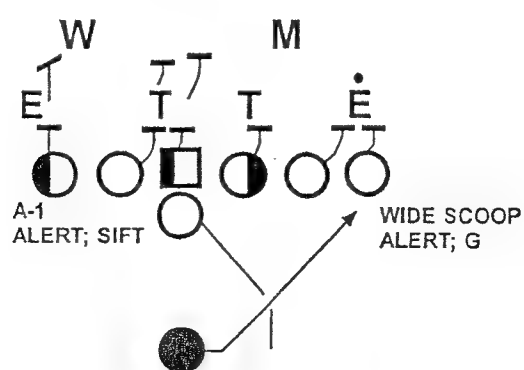
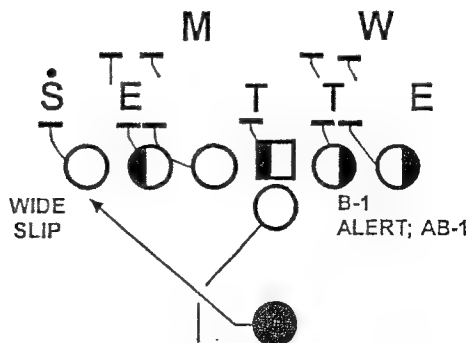


N33 OKIE



N42 CUB

REGULAR & TIGER DISPLACED RUNS



NEW ORLEANS SAINTS RUN GAME

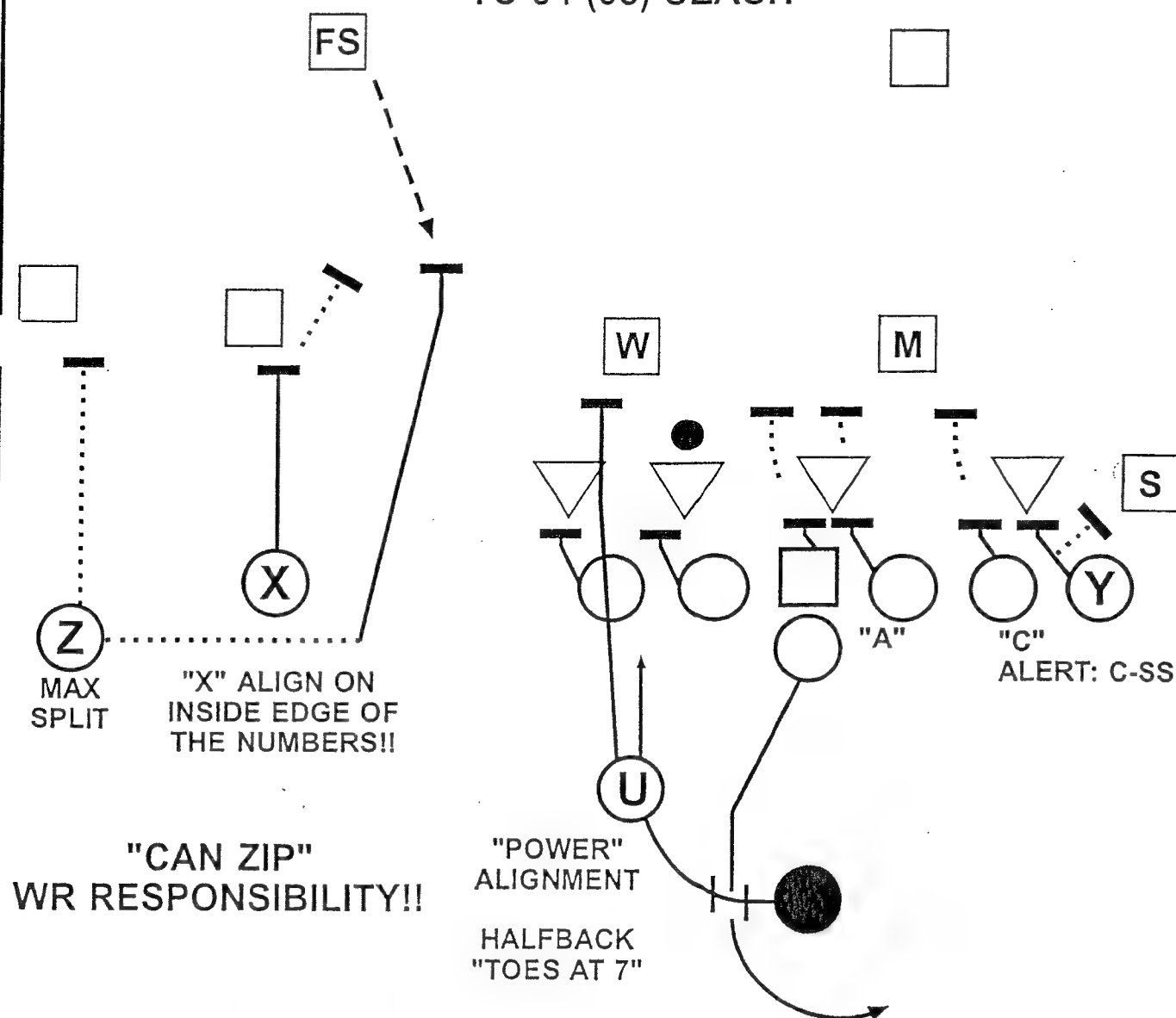
**** 95/94 BOB ****

DEFENSE: 25

TIGER

"CAN ZIP" WOOL RIGHT (LEFT) FLOP
95 (94) BOB

***ALERT: "RED OVER"**
TO 94 (95) SLASH



"CAN ZIP"
WR RESPONSIBILITY!!

QB/HB: WEAKSIDE "B" GAP
EXCHANGE, AS DEEP AS POSSIBLE!
QB RUN NAKED FAKE.

TE RULES!!

Y - BLOCK #3. ALERT; C, C-SS.
U - BLOCK #3. ALERT; ORANGE/YELLOW.
(ASSUME FB RESPONSIBILITIES)

**** FLIP 95/94 BOB ****

QUEEN RIGHT (LEFT)
FLIP 95 (94) BOB "Z KEY"

TE RULES!!

Y - BLOCK #3. ALERT; C, C-SS.
U - BLOCK #3. ALERT; ORANGE/YELLOW.
(ASSUME FB RESPONSIBILITIES)

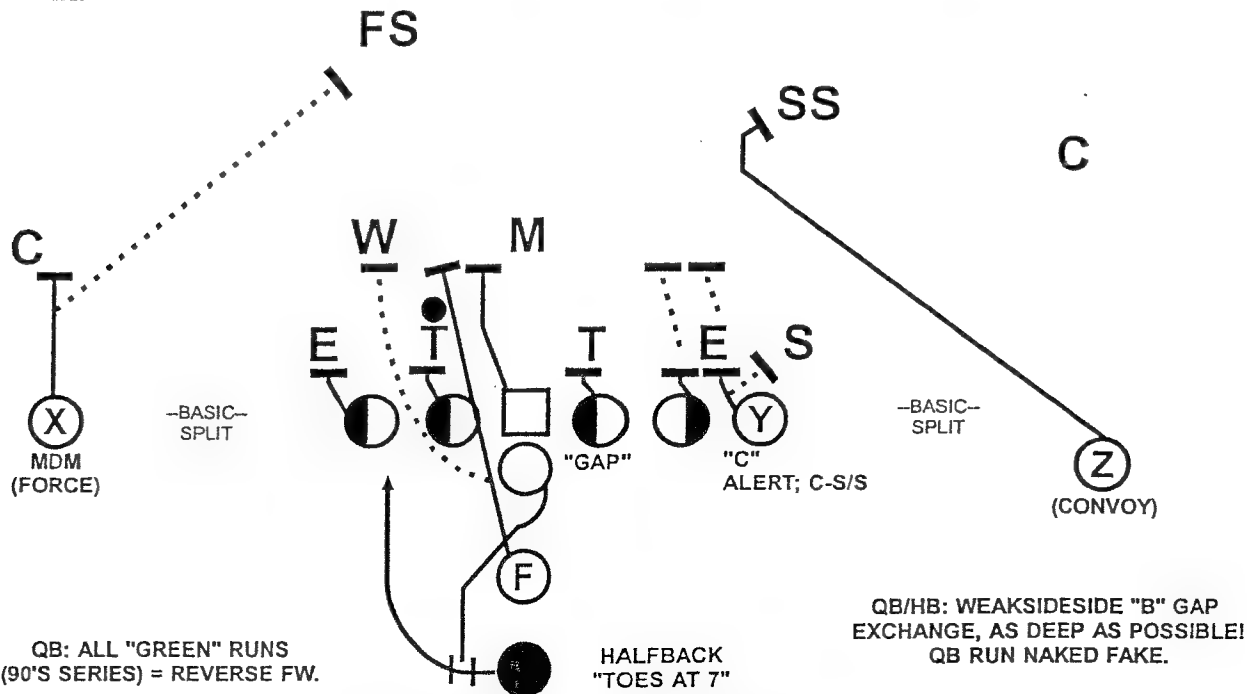
NEW ORLEANS SAINTS RUN GAME

SERIES
NINETIES

PLAY
95 (94) BOB
FLIP 95 (94) BOB

BASE FORMATIONS
GREEN
QUEEN/WOOL (TG)

DESCRIPTION: WEAKSIDE INSIDE ZONE RUN SCHEME WITH OPTION HOLE RUNNING FOR THE BALL CARRIER. THE POINT OF ATTACK IS THE WEAKSIDE "B GAP" TO THE STRONGSIDE "C GAP". THIS IS THE ORIGIN OF THE WEAKSIDE RUN GAME!



FB
BLOCKING
BACK

"GREEN" ALIGNMENT; HEELS AT 5 YARDS. IN A 3 POINT STANCE. "QUEEN" ALIGNMENT IS A "POWER" LOCATION BEHIND THE WEAKSIDE TACKLE. ACCELERATE WITH INSIDE/OUTSIDE APPROACH FOR THE "WILL" LBER-BOB BLOCK. LEAD STEP WITH NEAR FOOT AT THE "WILL" LBER. STRIKE THE DEFENDER THRU THE CYLINDER WITH YOUR EYES ON HIS INSIDE NUMBER. ALERT "FAN" CALL.

HB

BALL CARRIER: ALIGN TOES "7 YARDS" DEEP FROM THE L.O.S. (IF FLIP IS USED ALIGN TOES "7 YARDS" FROM THE L.O.S.) IN A 2 POINT STANCE.

**FOOTWORK
& COURSE:**

USE OPEN CROSSOVER FOOTWORK TO GET SHOULDERS SQUARE ON THE 3RD STEP. THE SPRINT SPOT IS THE INSIDE LEG OF THE WEAKSIDE TACKLE.

**DOT
RUNNING:**

WEAKSIDE GUARD COVERED = READ DEFENDER OVER THE GUARD.
WEAKSIDE GUARD UNCOVERED = READ THE DEFENDER OVER THE TACKLE.

**2ND LEVEL
VISION:**

PRESS THE HOLE TO SET THE MIKE LBER. DON'T MAKE THE CUT TO EARLY. NORTH & SOUTH OPTION HOLE RUNNING. FEEL THE FLOW OF THE DEFENSE AND ACCELERATE THE CREASE.

X

MDM: BLOCK FORCE (RUN SUPPORT) DEFENDER. SPRINT SHALLOW TO THE L.O.S.

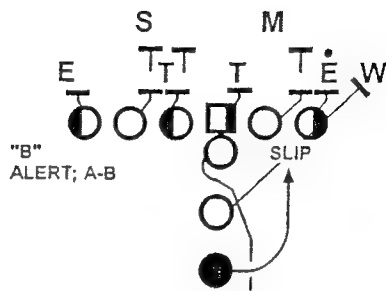
**BASIC
SPLIT!**

Z

CONVOY: TAKE HIGH HARD ANGLE TO THE FAR SAFETY (F/S), MOST LIKELY TO BLOCK S/S.

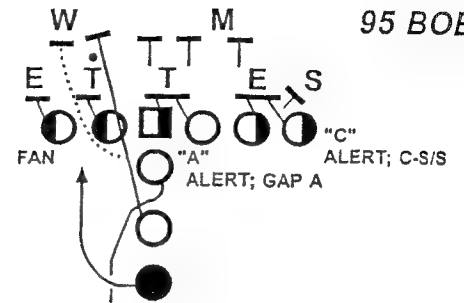
**BASIC
SPLIT!**

94 BOB

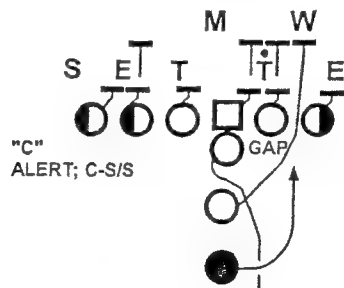


57

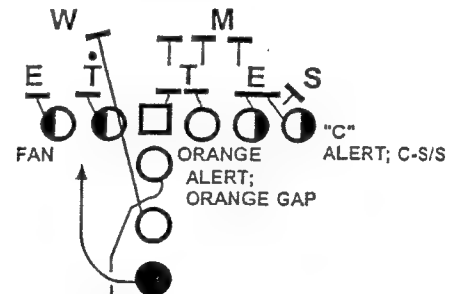
95 BOB



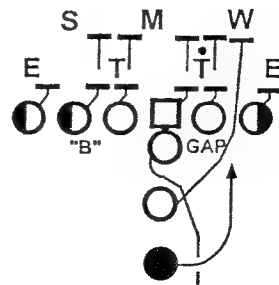
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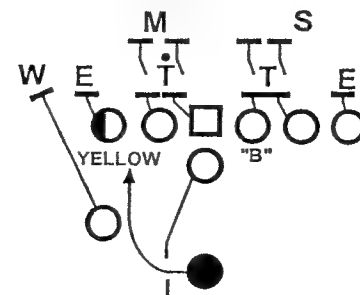
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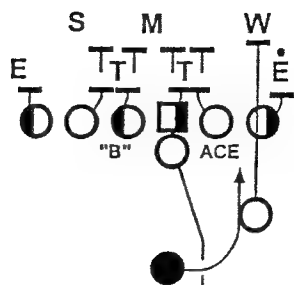
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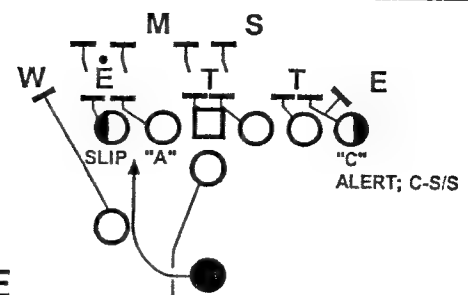
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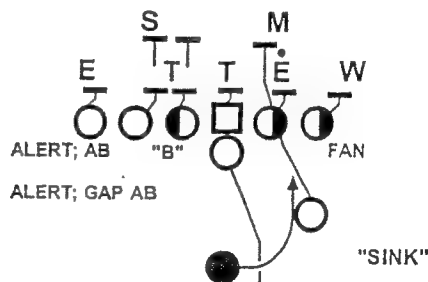
47 -



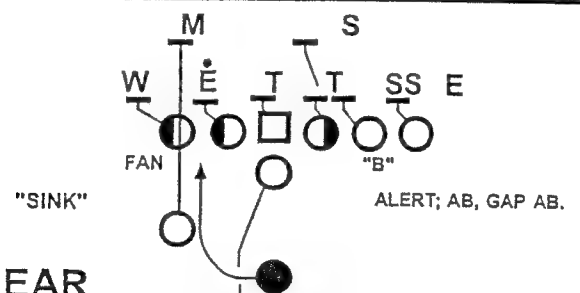
59 LOOSE



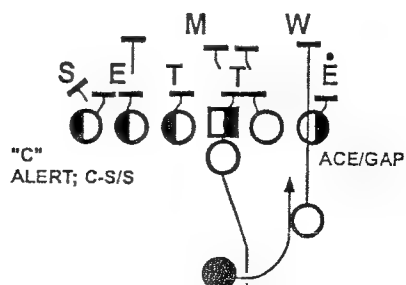
53 OKIE



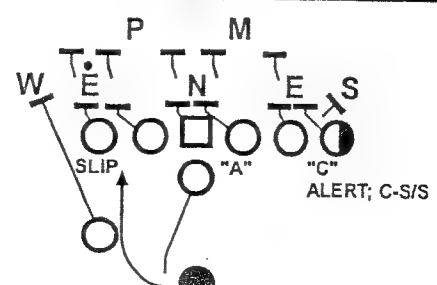
57 SINK



59 BEAR



53 BOSS



34

NEW ORLEANS SAINTS RUN GAME

**** 65/64 O. P. ****

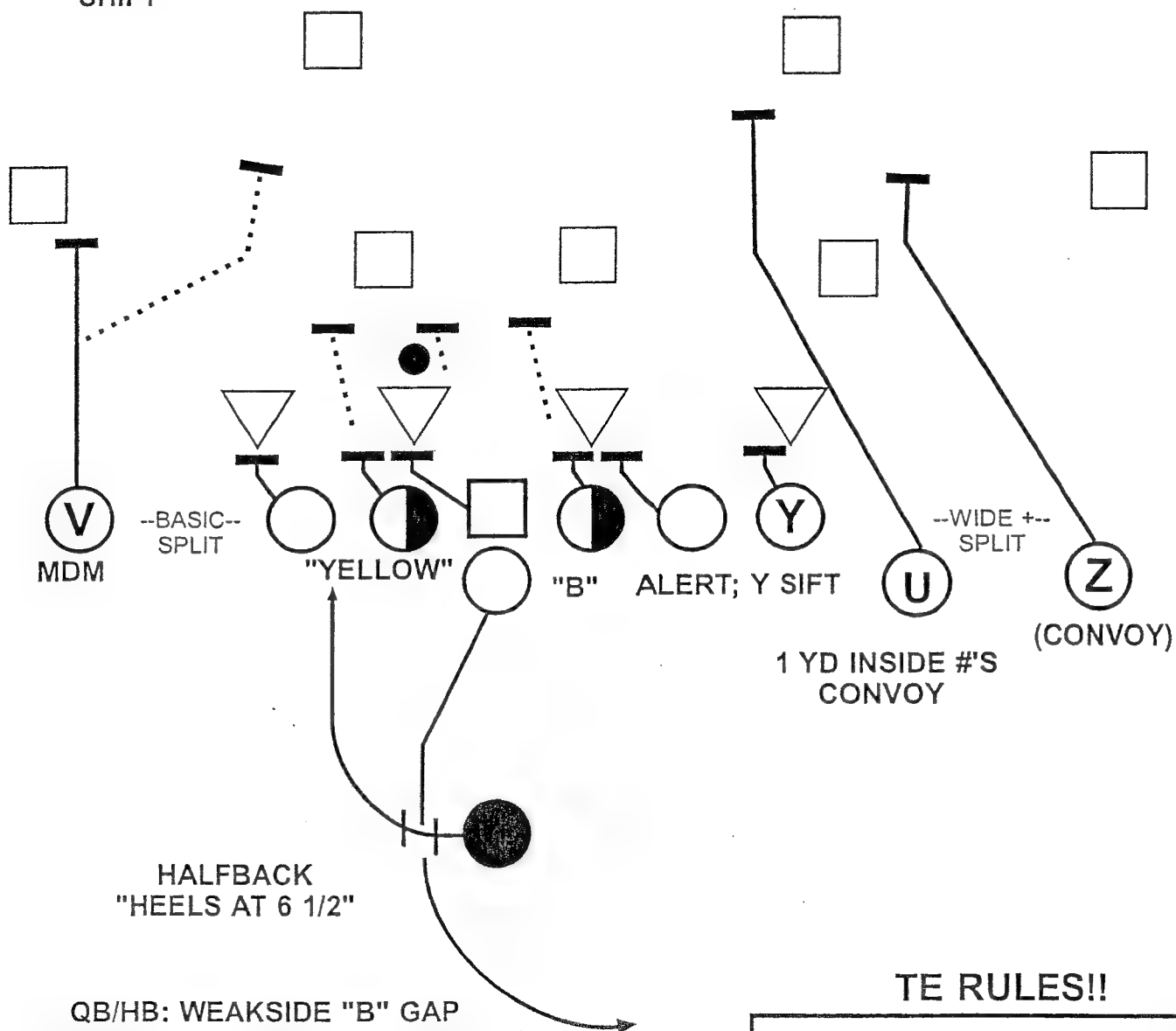
DEFENSE: 49

TRIO
BEYOND TRIP RIGHT (LEFT)
(TOSS) 65 (64) O.P.

**BOX
 RULE
 RUN**

***ALERT: RED OVER-66/67 STRETCH U FORCE**
"RIP/LIZ"
"RALPH/LARRY"

NO ORGIN
 SHIFT



HALFBACK
 "HEELS AT 6 1/2"

QB/HB: WEAKSIDE "B" GAP
 EXCHANGE, AS DEEP AS POSSIBLE!
 QB NAKED FAKE!!

TE RULES!!

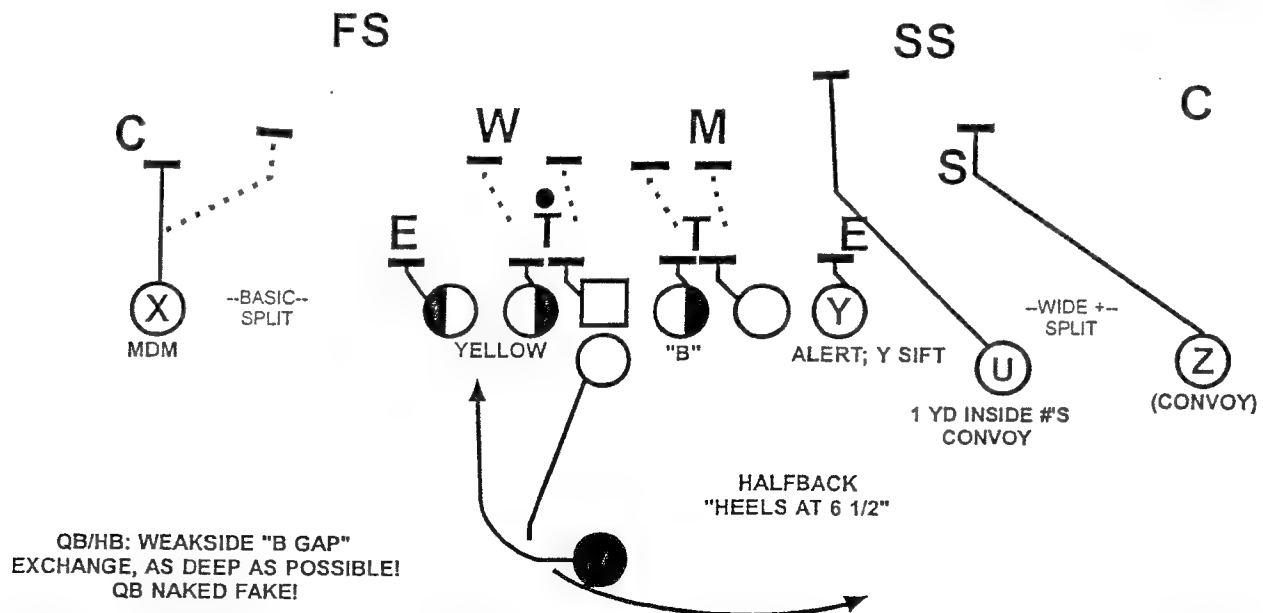
Y - BLOCK #3. ALERT; C, C-SS,
 Y-SIFT, OUT.

NEW ORLEANS SAINTS SUB RUN GAME

SERIES
SIXTIES

PLAY
65 (64) O.P.

BASE FORMATIONS
TRIP <TG> UPPER <PRO>
BEYOND TRIP <TRIO>



**ONE
BACK
(FB)(HB)**

BALL CARRIER: ALIGN 6 1/2 YARDS DEEP. USE OPEN CROSSOVER FOOTWORK TO GET YOUR SHOULDERS SQUARE ON THE 3RD STEP. THE SPRINT SPOT IS THE INSIDE LEG OF THE WEAKSIDE TACKLE. PRESS THE HOLE TO SET THE MIKE LBER. DON'T MAKE THE CUT TO EARLY. NORTH & SOUTH OPTION HOLE RUNNING. FEEL THE FLOW OF THE DEFENSE AND ACCELERATE THE CREASE.

U/H

CONVOY
SPRINT SHALLOW TO THE L.O.S.

Y

BLOCK #3. ALERT; C, C-SS, Y-SIFT, OUT.

X

BLOCK MDM (CORNER).

**BASIC
SPLIT!**

Z

CONVOY: TAKE HIGH HARD ANGLE TO THE FAR SAFETY (FS), MOST LIKELY TO BLOCK THE SS.

**WIDE +
SPLIT!**

ON
SIDE
TACKLE

BLOCK #2. ALERT; SLIP, GAP, ORANGE/YELLOW.

ON
SIDE
GUARD

BLOCK #1. ALERT; GAP, SLIP, ORANGE/YELLOW.

CENTER

BLOCK ZERO. ALERT; GAP, A, AB, GAP AB, ORANGE/YELLOW.

OFF
SIDE
GUARD

BLOCK #1. ALERT; A, AB, B, GAP, AB.

OFF
SIDE
TACKLE

BLOCK #2. ALERT; B, C, C-SS, AB, GAP AB.

NOTES:

2004 COACHING SESSIONS

TUESDAY, MAY 18, 2004

- 1 PRACTICE
- #1 AM (HELMETS)
- 1 MEETING (#1)

II. PROTECTIONS:

PLAY ACTION:

NONE

FAKES:

FAKE 94 SLASH

[POSSIBLE: "BLACK 94"]

[HB: "ALERT TOM"]

(PICK) FAKE 94 BOB (JACK)

[POSSIBLE: "BLACK 94 (BOB)"]

[HB: ALERT TOM "TITE" LOOK]

PASS 394 (BOB)

[POSSIBLE: "BLACK 94"]

[QB: HAS #4 STRONG/WEAK]

PASS 95/94 BOB (JACK)

[HB: ALERT TOM #4 PROBLEM]

PASS 34 BOB

[POSSIBLE: "BLACK 94 (BOB)"]

[FB: ALERT TOM IMMEDIATE #4]

PASS 364 (O.P.)

[POSSIBLE: "BLACK 94"]

[QB: HAS #4 STRONG/WEAK]

PASS 65 O.P.

[POSSIBLE: "RIP"/"LIZ" = 200/300 JET]

[HB: ALERT TOM #4 PROBLEM]

PASS 396/397 (POWER)

PASS 367 (P.S.)

[QB: HAS #4 STRONG/WEAK]

QB MOVEMENT:

NONE

2004 COACHING SESSIONS

TUESDAY, MAY 18, 2004

- 1 PRACTICE
- #1 AM (HELMETS)
- 1 MEETING (#1)

III. SCREENS:

2/3 JET SCREEN LT/RT TO HB

[SOLO] (FAR) WEST <TG>
KING (RED) <RG> <PRO>

IV. DECEPTIVE:

95/94 BOB X AROUND RT/LT

QUEEN FLOP <RG>

65/64 (O.P.) X AROUND RT/LT
[QB POINT @ FORCE]

[SOLO] DIVIDE "X SHORT" <TG>

V. CADENCE:

PUTTING THE BALL IN PLAY

{PAGE 201}

A. ON ONE

B. FIRST HUT

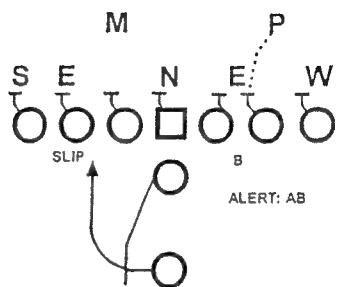
C. DUMMY FIRST SOUND

SERIES
FAKES

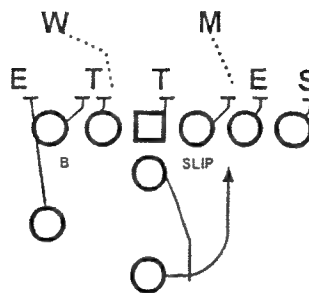
PLAY
FAKE 94/95 SLASH
FAKE 96/97 STRETCH

BASE FORMATIONS
QUEEN
<TIGER>

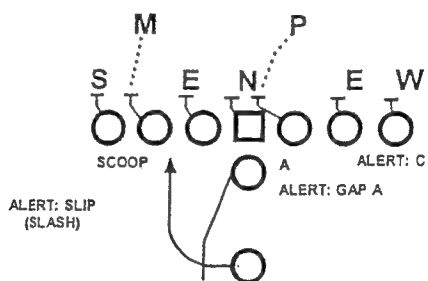
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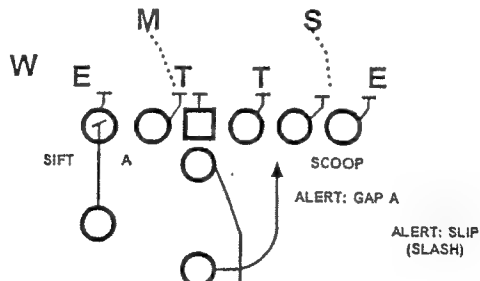
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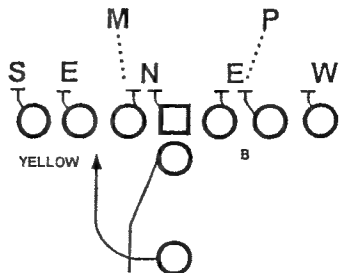
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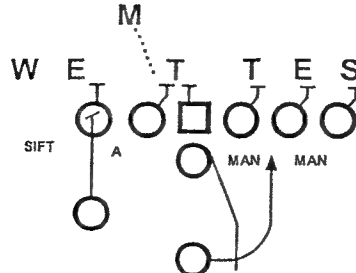
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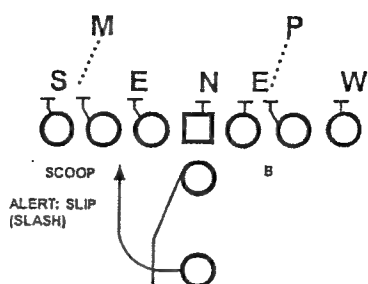
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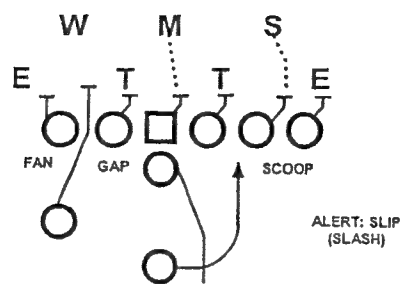
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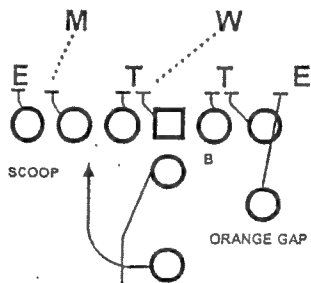
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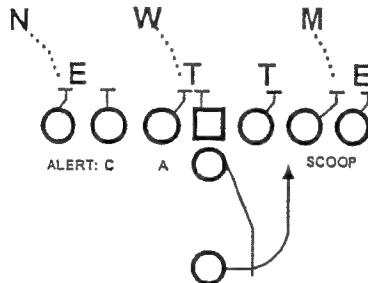
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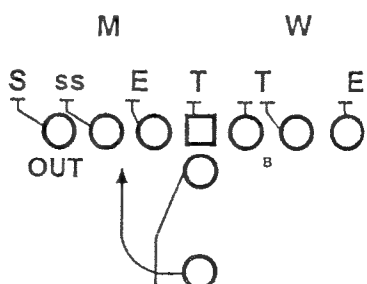
N42



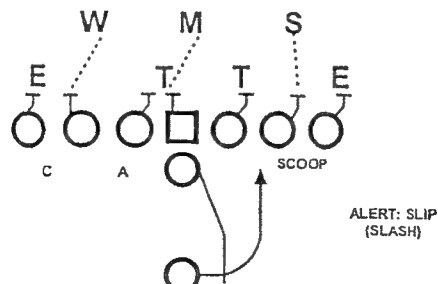
N42
OVER



29
BEAR



59
LOOSE



SERIES

FAKES

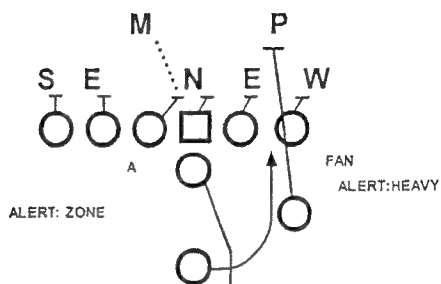
PLAY

(PICK) FAKE 95/94 BOB (JACK)

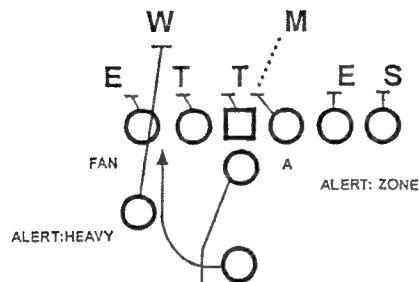
BASE FORMATIONS

QUEEN // GREEN

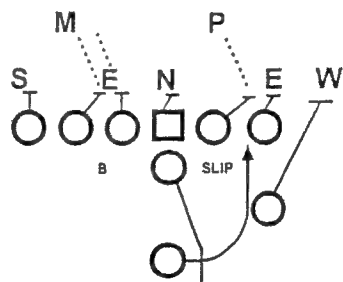
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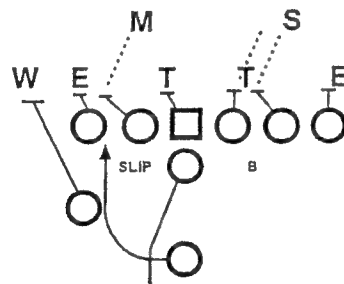
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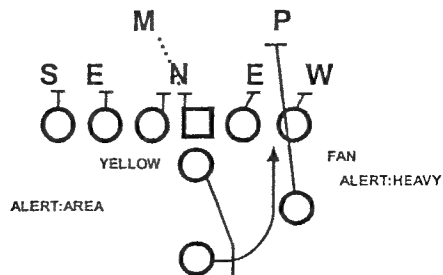
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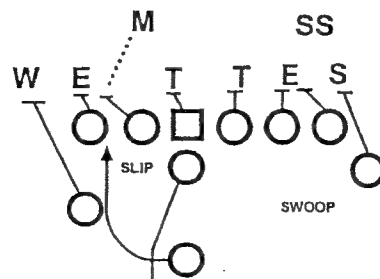
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345

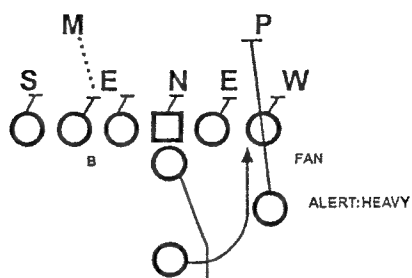


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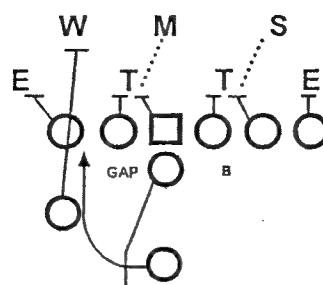


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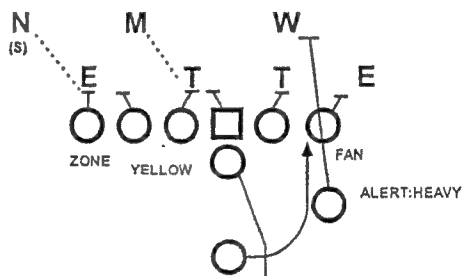
SINK



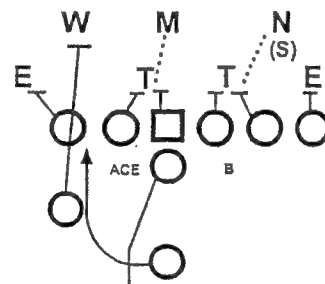
49



N42



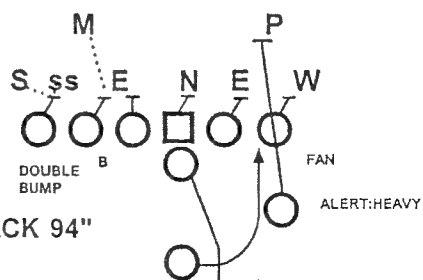
N42
OVER



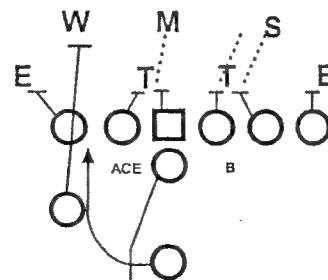
29
BEAR

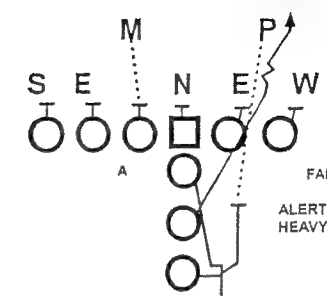
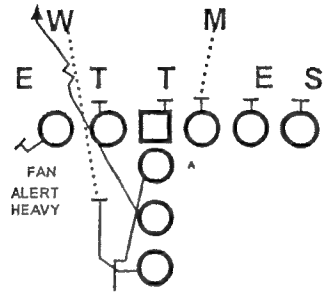
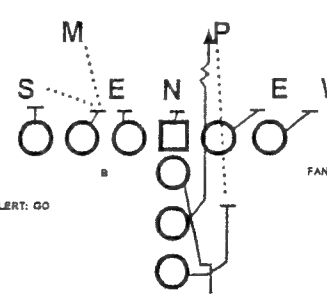
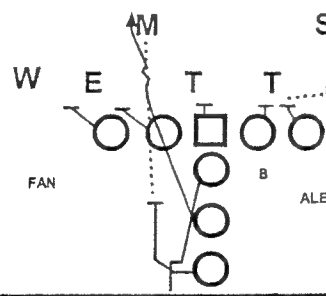
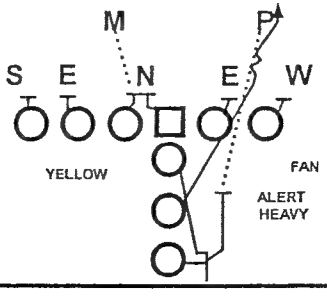
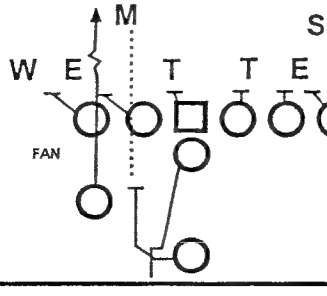
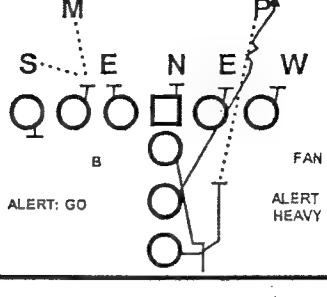
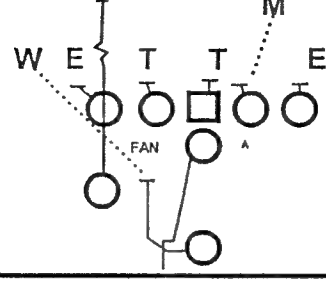
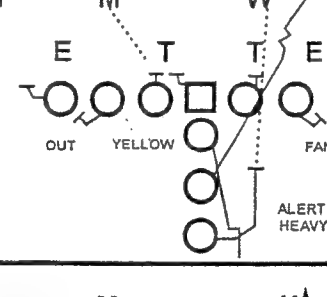
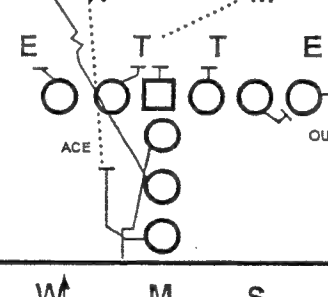
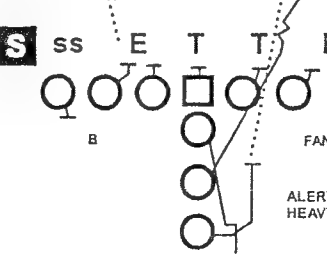
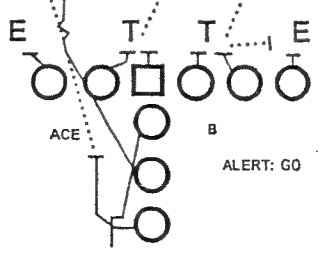
SINK

ALERT; "BLACK 94"



59
LOOSE



| <div>SERIES</div> <div>FAKES</div> | <div>PLAY</div> <div>PASS 395 / 394 (BOB) // PASS 34 BOB</div> <div>PASS 95 / 94 BOB (JACK)</div> | <div>BASE FORMATIONS</div> <div>GREEN (SLOT)</div> <div>QUEEN (SLOT)</div> |
|--|---|---|
| <div>35</div>  | | <div>25</div>  |
| <div>37</div>  | | <div>57</div>  |
| <div>345</div>  | | <div>53</div>  |
| <div>39</div>  | | <div>23</div>  |
| <div>N42</div>  | | <div>N42 OVER</div>  |
| <div>29 BEAR</div>  | | <div>59 LOOSE</div>  |

SERIES

FAKES

PLAY

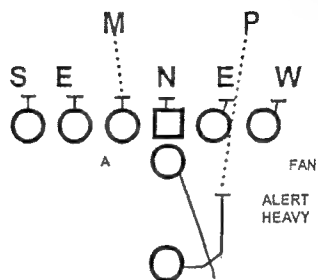
PASS 365 / 364 (O.P.)
PASS 65 / 64 (O.P.)

BASE FORMATIONS

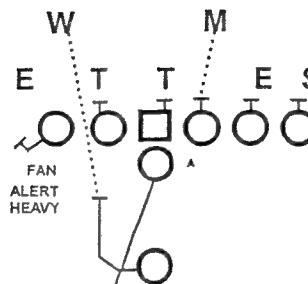
ONE BACK

<TG>

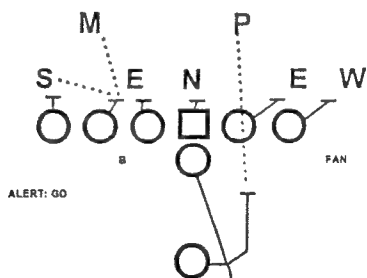
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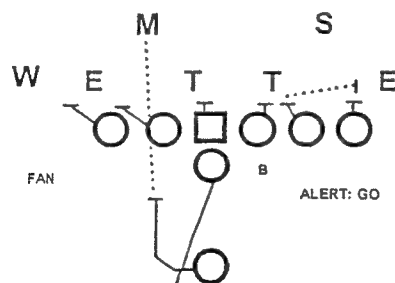
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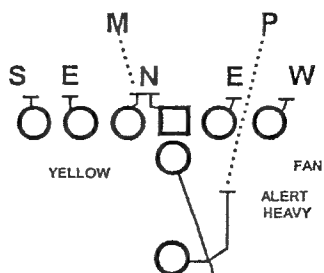
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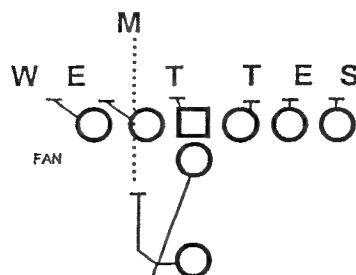
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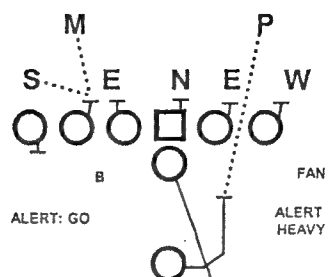
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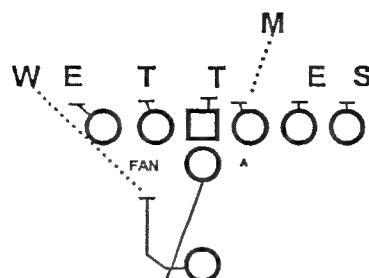
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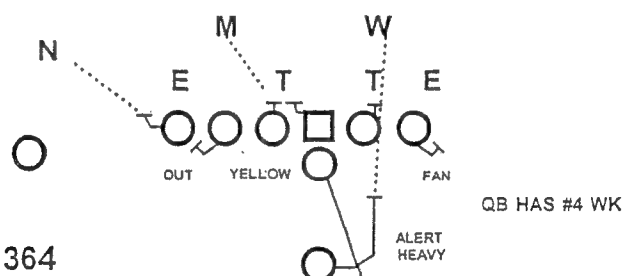
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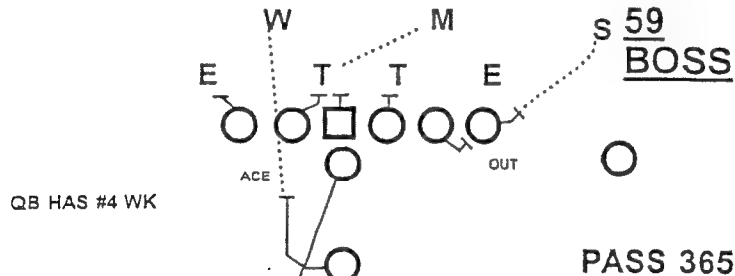
23



N42

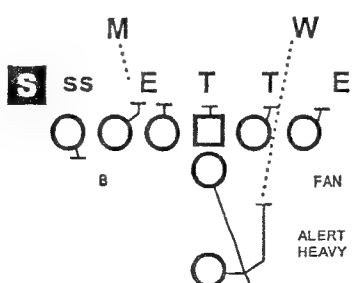


PASS 364

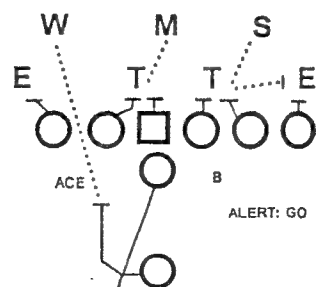


PASS 365

29
BEAR



59
LOOSE



SERIES
FAKES

PLAY

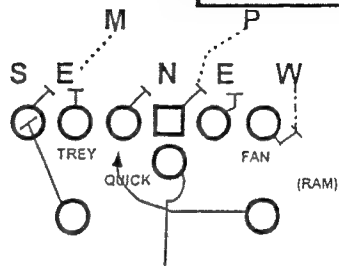
BASE FORMATIONS

PASS 96 /97 (396/397) (POWER)
PASS 366/367 (16/17) (POWER)

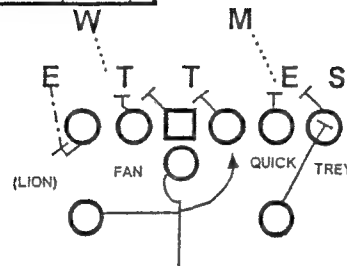
RED
DIVIDE (TG)

PASS 366 (367) POWER SOLID (P.S.)

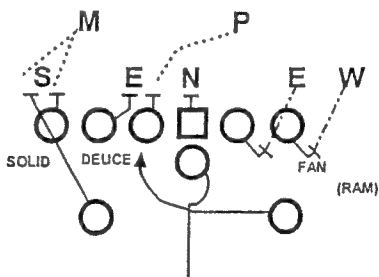
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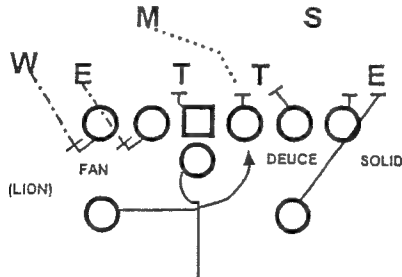
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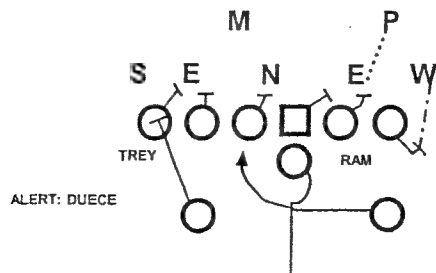
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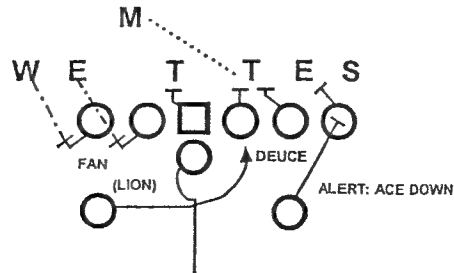
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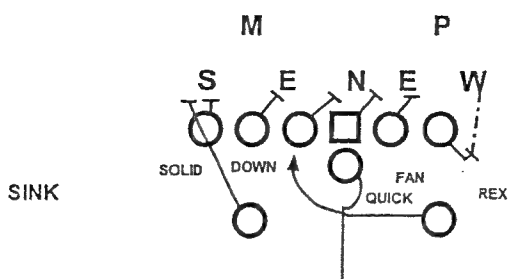
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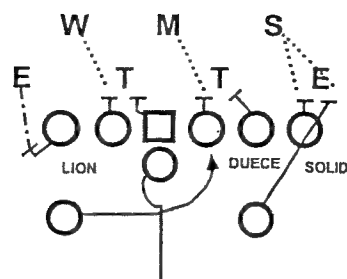
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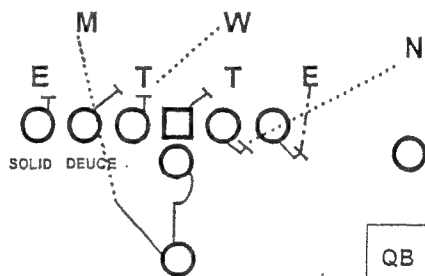
39



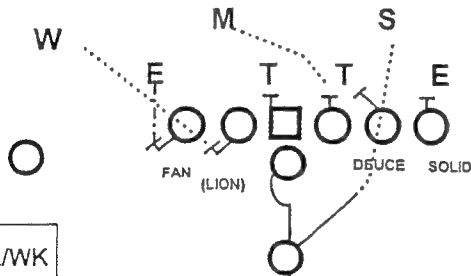
49



N42



59 W

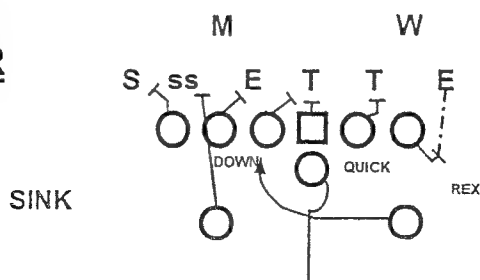


PASS 367

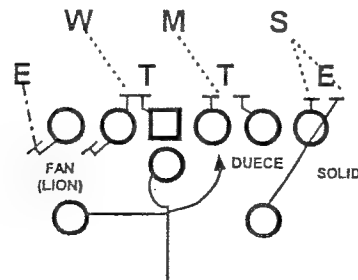
QB HAS #4 STR/WK

PASS 366

29
BEAR

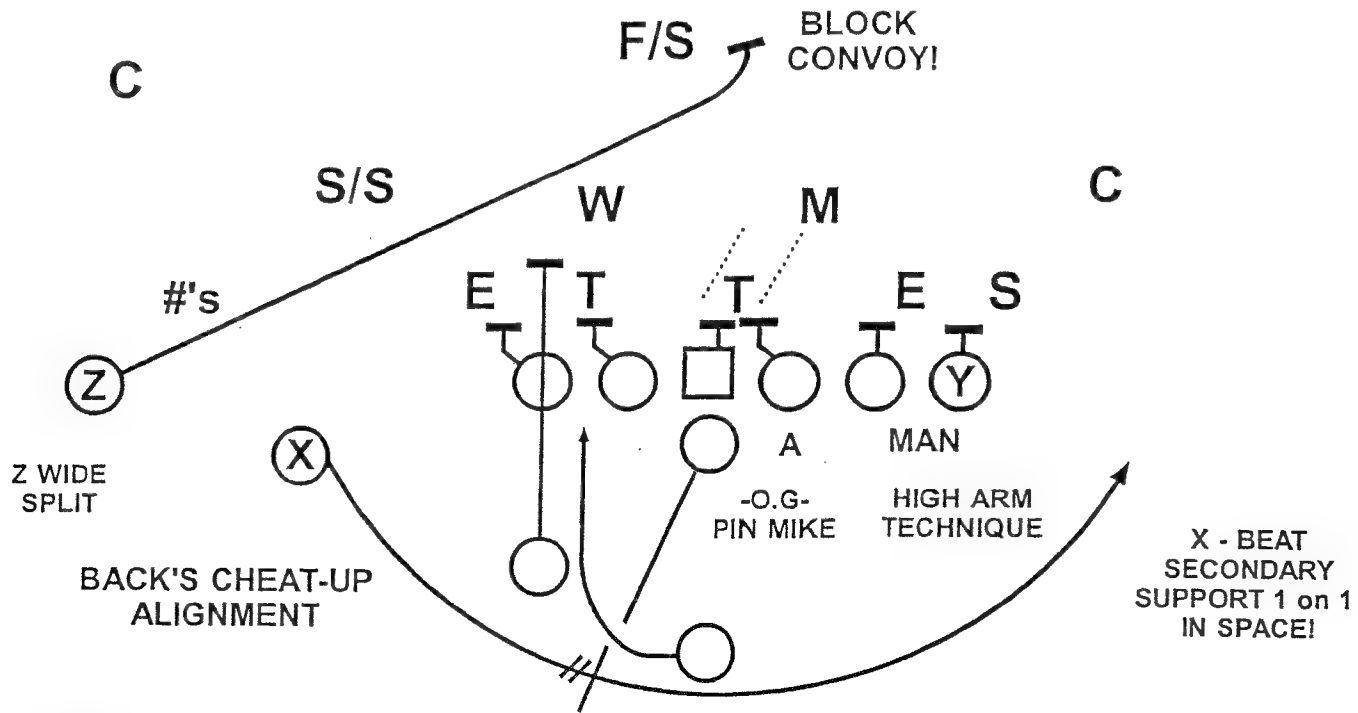


59
LOOSE



NEW ORLEANS SAINTS DECEPTIVES

QUEEN RIGHT (LEFT) FLOP
95 (94) BOB "X" AROUND RT (LT)

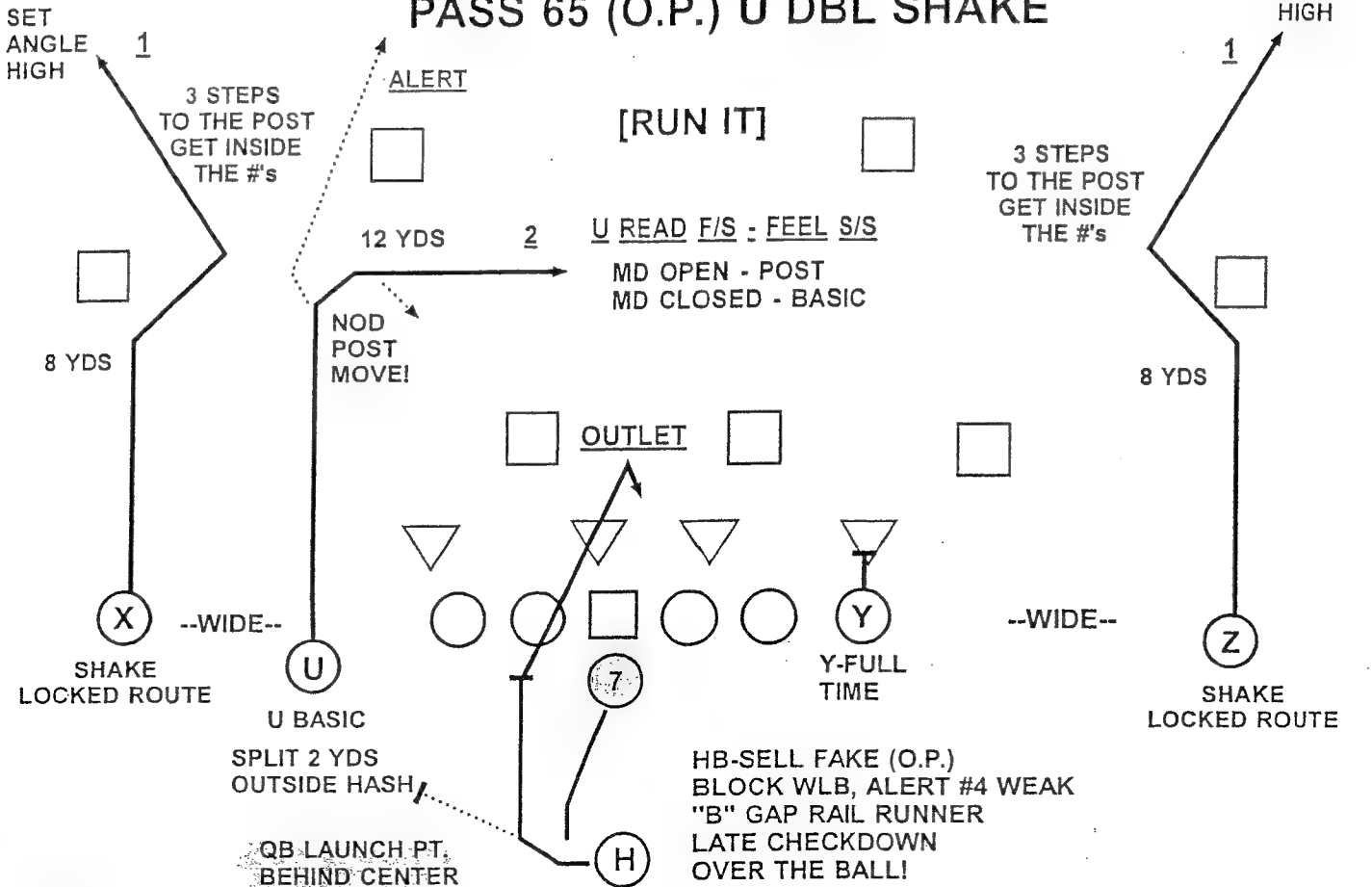


X ALIGN- 3 YDS INSIDE #'S- MOVE WITH BALL

NEW ORLEANS SAINTS

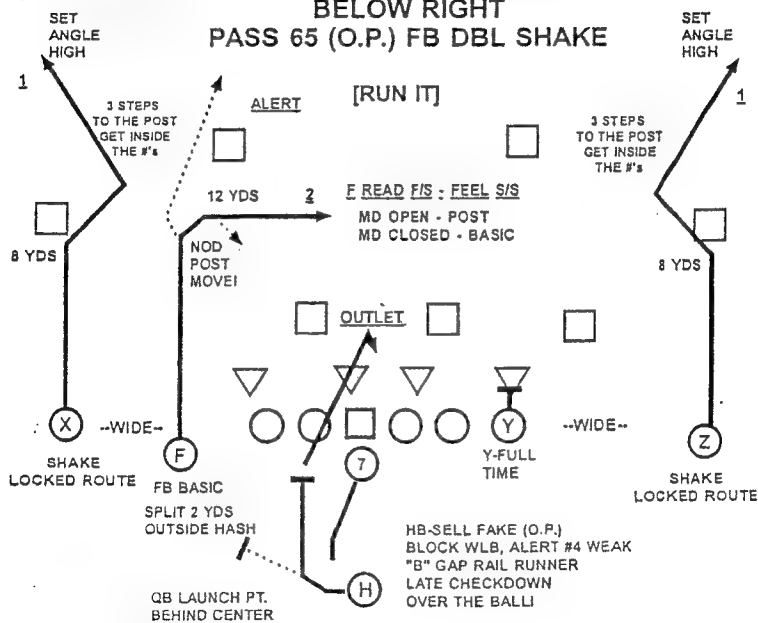
*NOTE: ALL ORIGIN
SHIFTS ARE ASSUMED!

<TG> DIVIDE RIGHT PASS 65 (O.P.) U DBL SHAKE



*NOTE: ALL ORIGIN
SHIFTS ARE ASSUMED!

<PRO> BELOW RIGHT PASS 65 (O.P.) FB DBL SHAKE

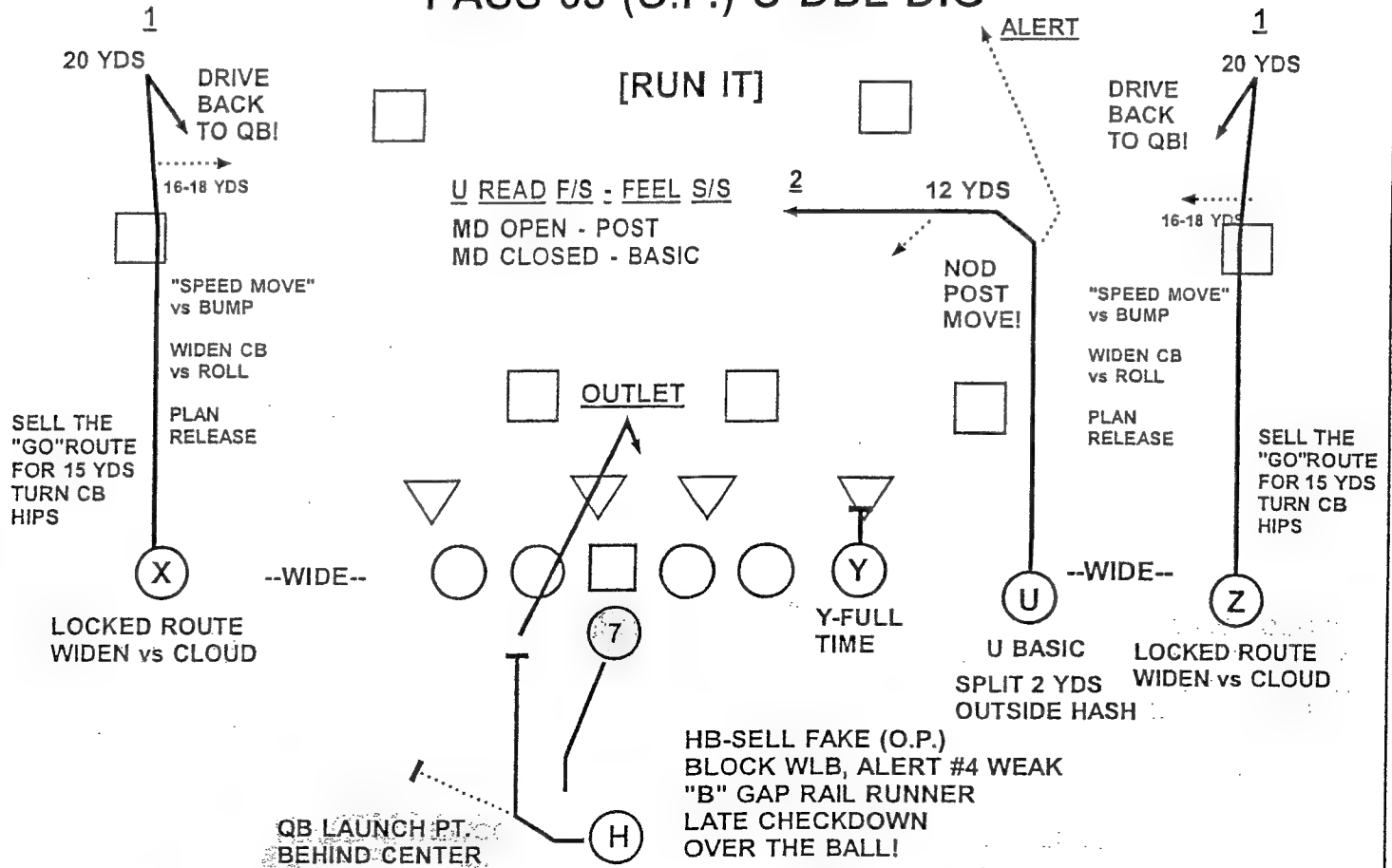


NOTES:

NEW ORLEANS SAINTS

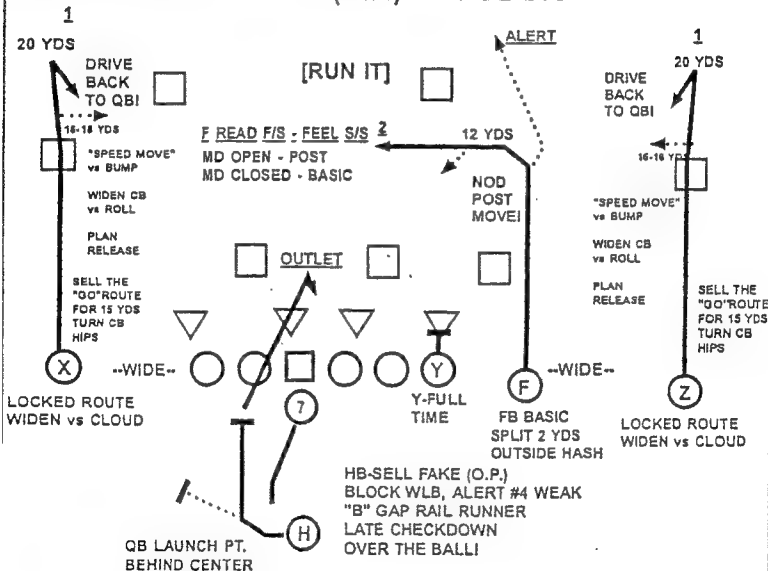
*NOTE: ALL ORIGIN
SHIFTS ARE ASSUMED!

<TG> TRIP RIGHT PASS 65 (O.P.) U DBL DIG



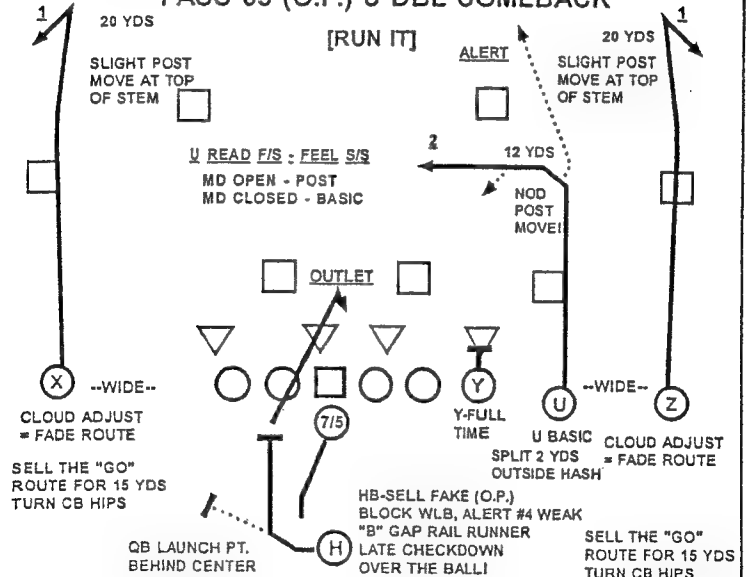
*NOTE: ALL ORIGIN
SHIFTS ARE ASSUMED!

<PRO> UPPER RIGHT PASS 65 (O.P.) FB DBL DIG



*NOTE: ALL ORIGIN
SHIFTS ARE ASSUMED!

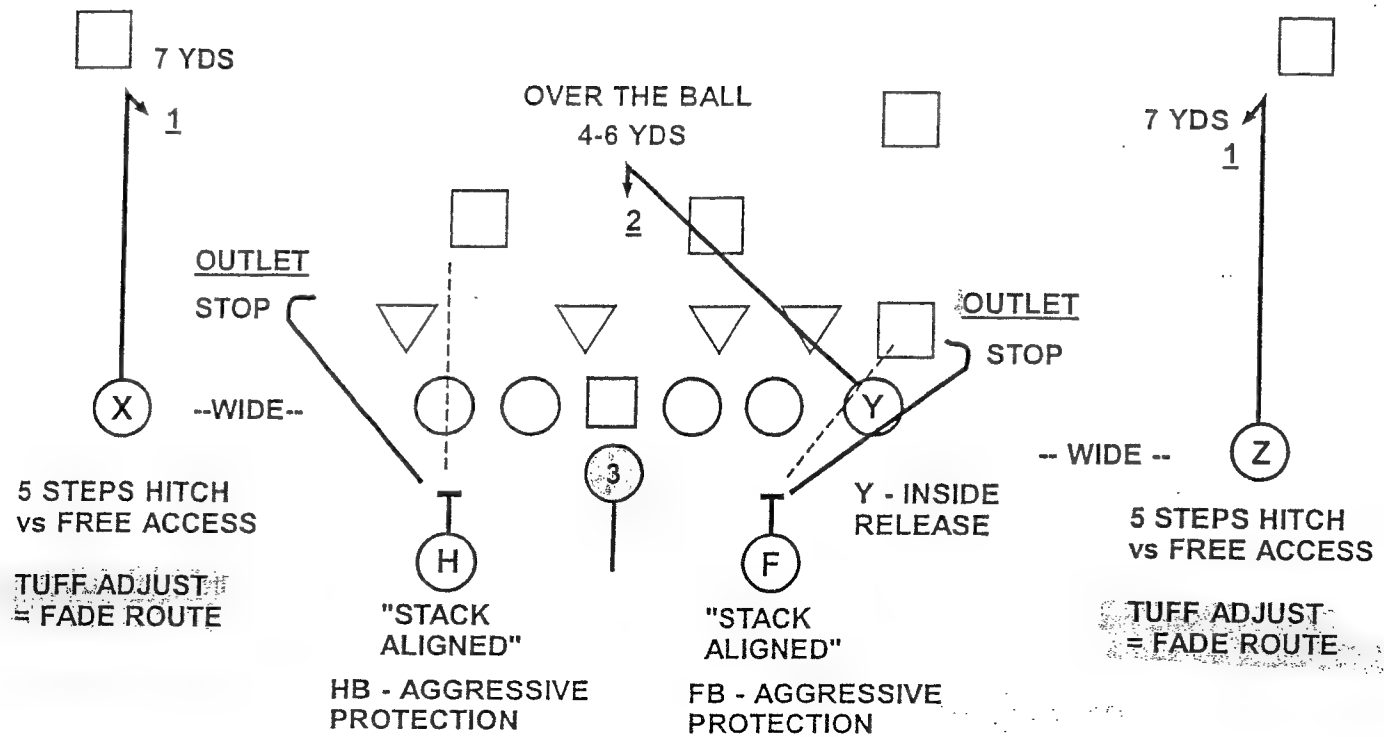
<TG> TRIP RIGHT PASS 65 (O.P.) U DBL COMEBACK



NOTES:

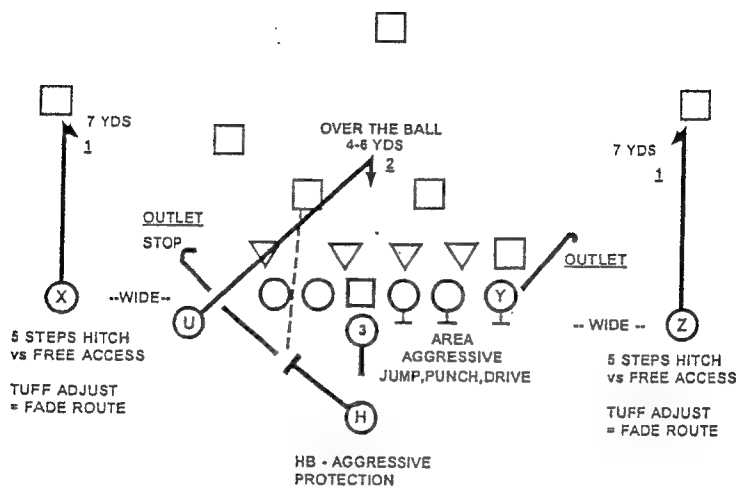
(TRADE) (TEAR) RED RIGHT (LEFT) (OFF)
 "CUT" 324 (325) HITCH

*NOTE: ALL ORIGIN
 SHIFTS ARE ASSUMED!



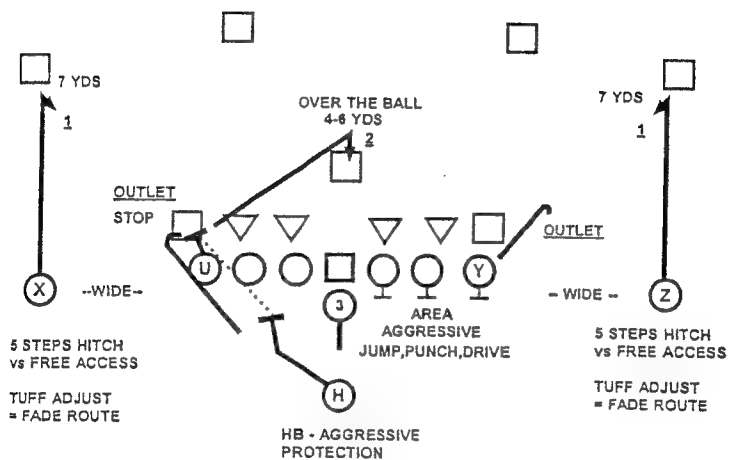
*NOTE: ALL ORIGIN
 SHIFTS ARE ASSUMED!

<TIGER>
 DIVIDE RIGHT (LEFT)
 "CUT" 374 (375) HITCH



*NOTE: ALL ORIGIN
 SHIFTS ARE ASSUMED!

<TIGER>
 RIGHT (LEFT)
 "CUT" 374 (375) HITCH U SLAM

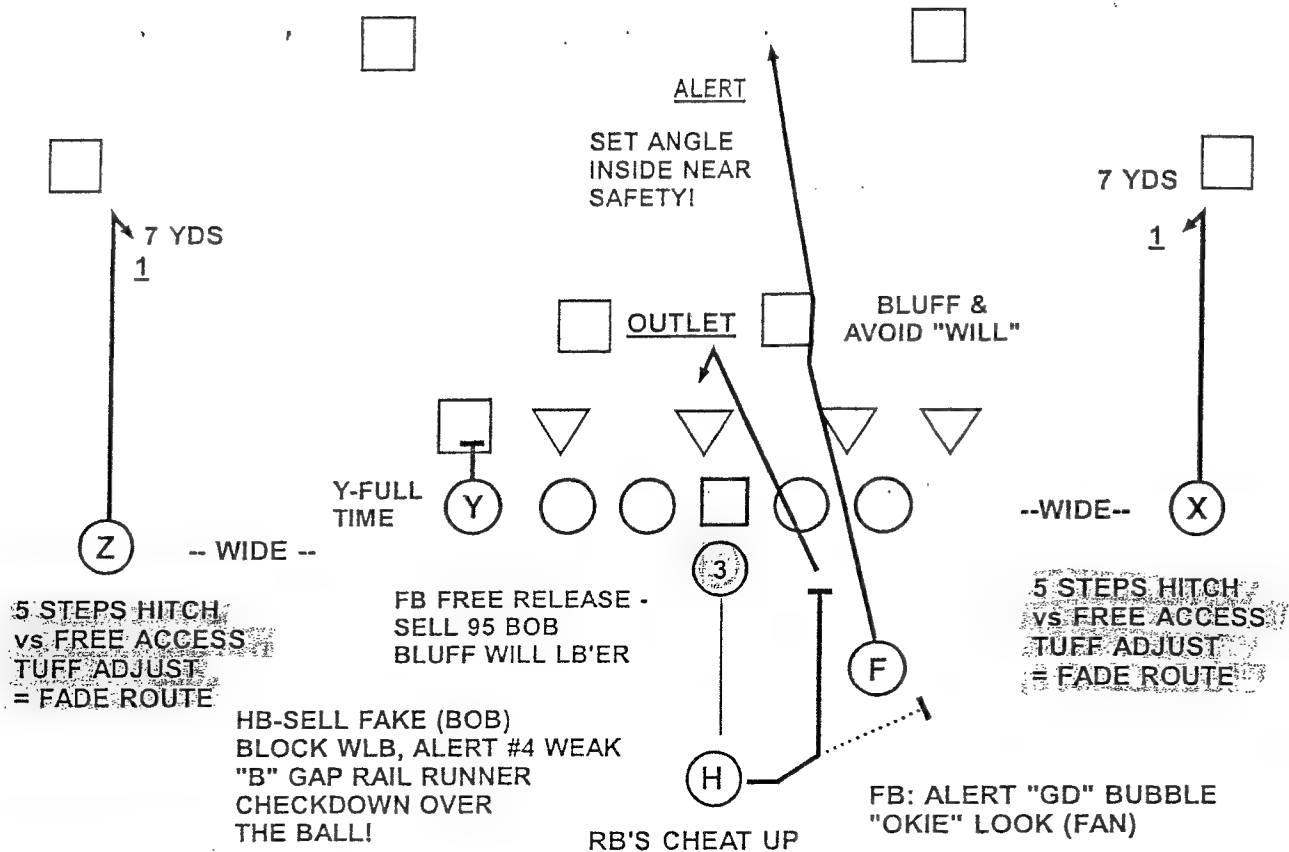


NOTES:

NEW ORLEANS SAINTS

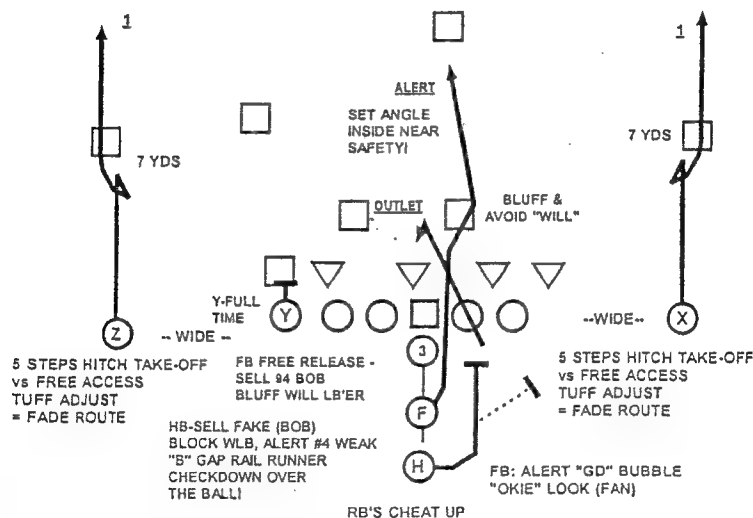
*NOTE: ALL ORIGIN
SHIFTS ARE ASSUMED!

QUEEN LEFT PASS 394 (BOB) BOTH HITCH



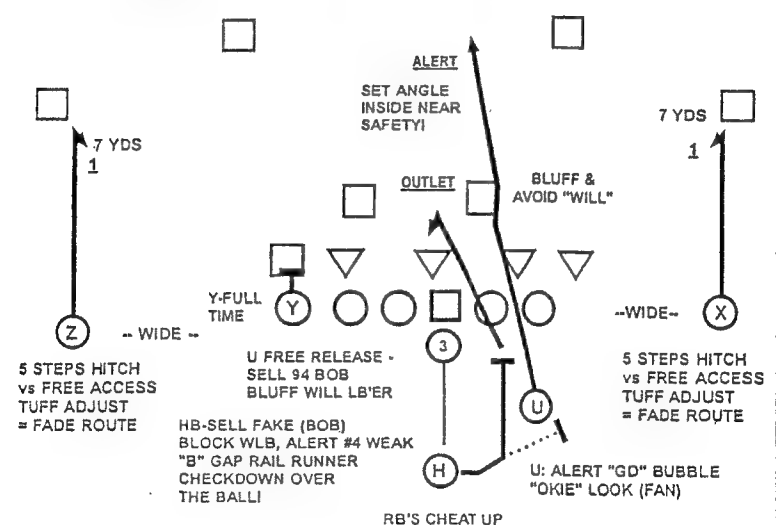
(TRADE) GREEN LEFT (RIGHT) PASS 394 (395) (BOB) BOTH HITCH TAKE-OFF

*NOTE: ALL ORIGIN
SHIFTS ARE ASSUMED!



<TG> (EXCH) (MOVE) WOOL LEFT PASS 394 (BOB) BOTH HITCH

*NOTE: ALL ORIGIN
SHIFTS ARE ASSUMED!

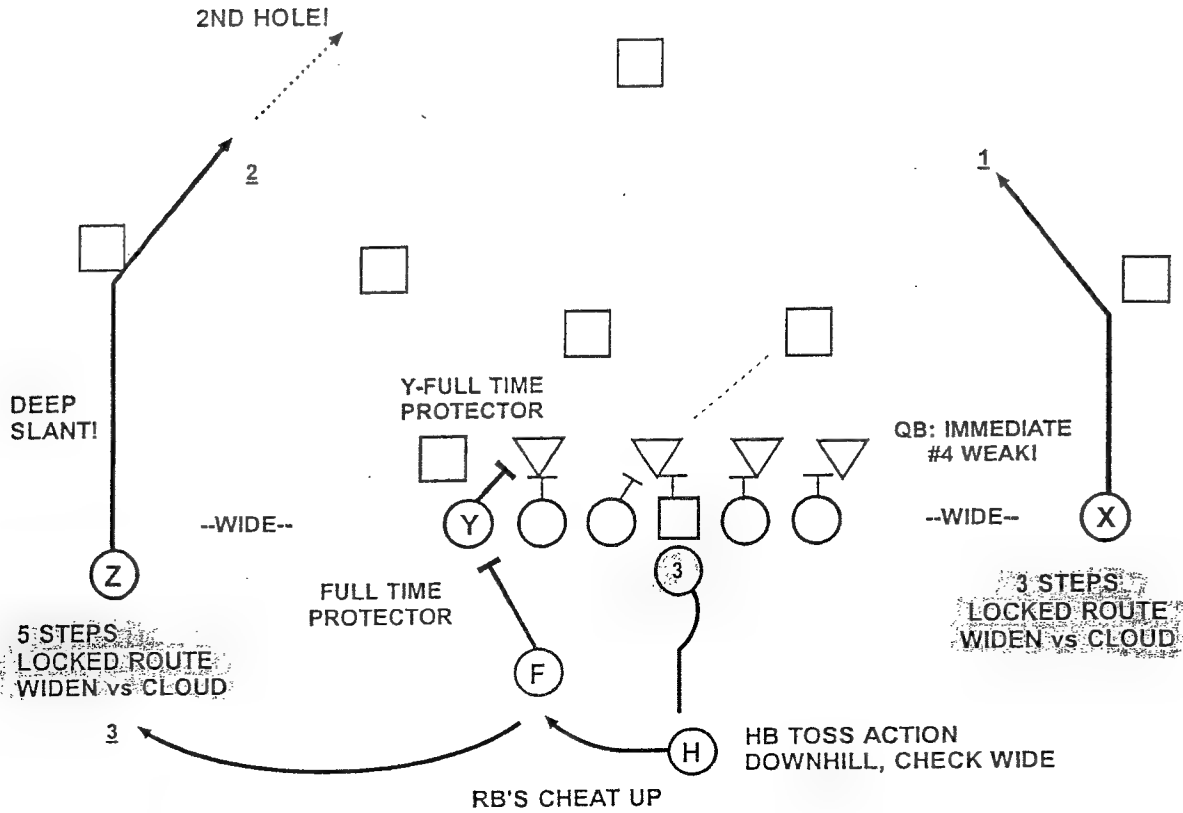


NOTES:

NEW ORLEANS SAINTS

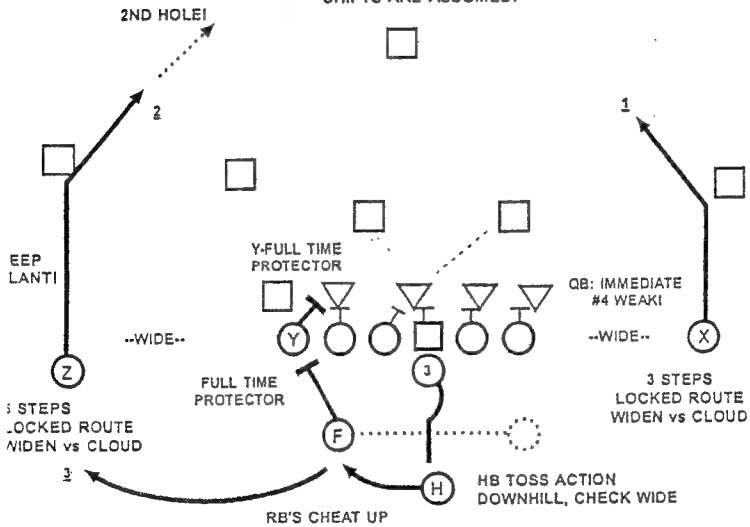
*NOTE: ALL ORIGIN
`HIFTS ARE ASSUMED!

(TRADE) KING LEFT (RIGHT)
PASS 397 (396) (POWER) X SLANT



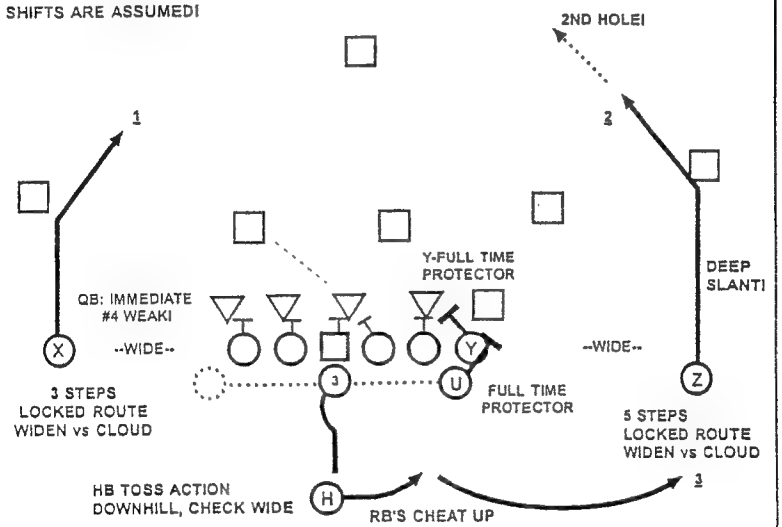
QUEEN LEFT (RIGHT) "FUZZ"
PASS 397 (396) (POWER) X SLANT

*NOTE: ALL ORIGIN
SHIFTS ARE ASSUMED!



<TIGER>
"MOVE" WEST RIGHT
PASS 396 (397) (POWER) X-SLANT

*NOTE: ALL ORIGIN
SHIFTS ARE ASSUMED!

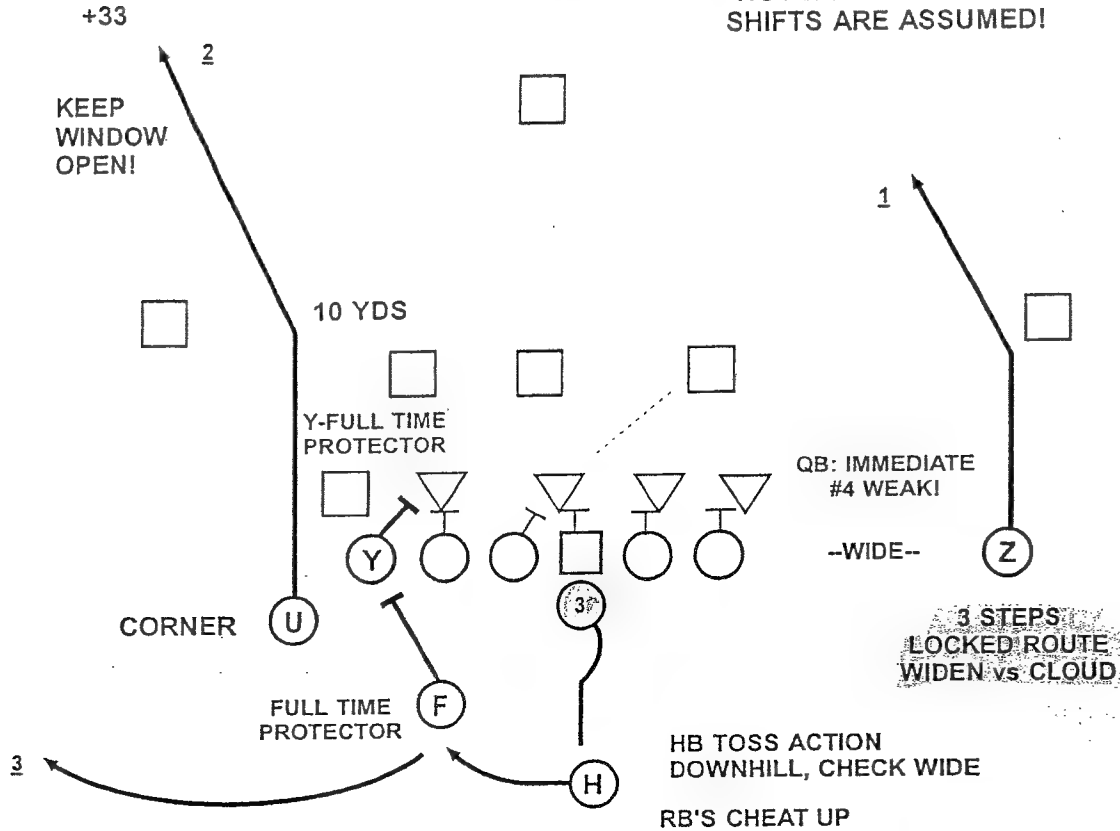


NOTES:

NEW ORLEANS SAINTS

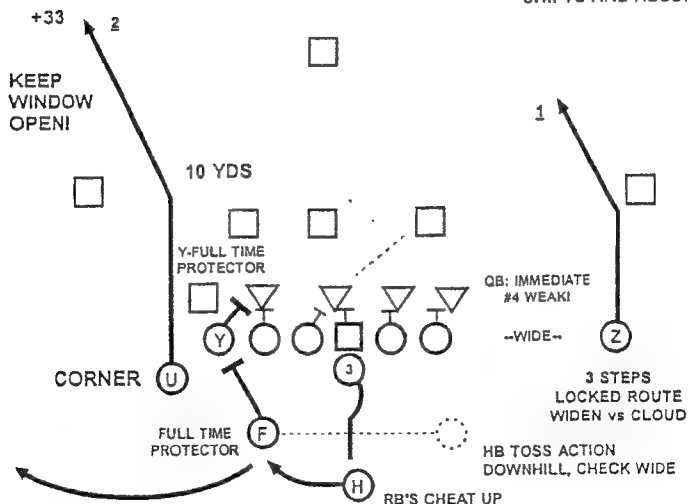
<JUMBO> KING PAIR LEFT (RIGHT) PASS 397 (396) (POWER) Z SLANT U CORNER

*NOTE: ALL ORIGIN
SHIFTS ARE ASSUMED!



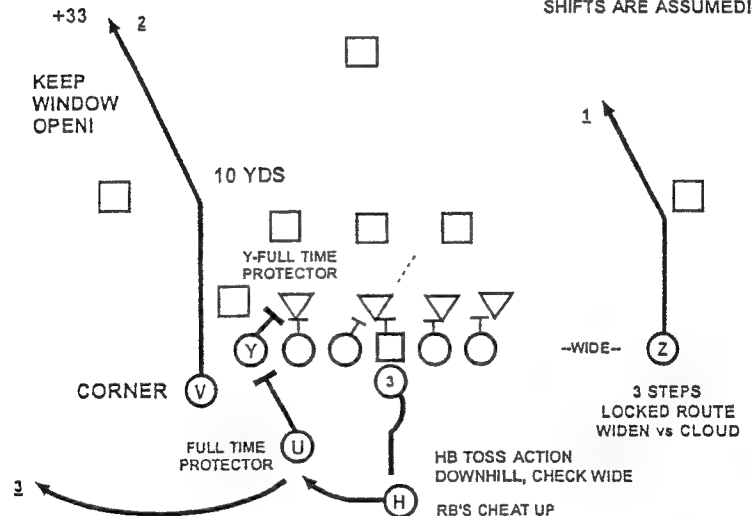
<JUMBO> QUEEN PAIR LEFT (RIGHT) "FUZZ" PASS 397 (396) (POWER) Z SLANT U CORNER

*NOTE: ALL ORIGIN
SHIFTS ARE ASSUMED!



<TRIO> UP STEEL LEFT (RIGHT) FLOP PASS 397 (396) (POWER) Z SLANT V CORNER

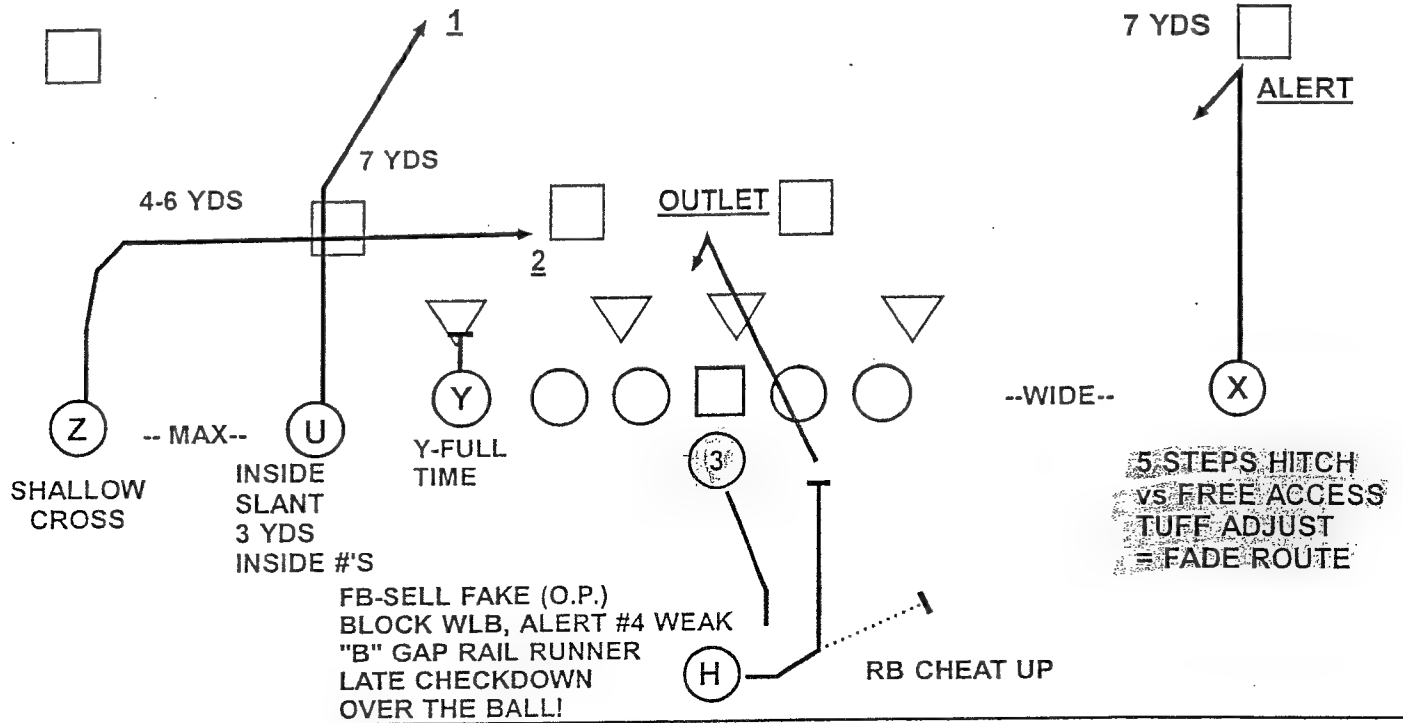
*NOTE: ALL ORIGIN
SHIFTS ARE ASSUMED!



NOTES:

<TG>
TRIP LEFT
PASS 364 (O.P.) X HITCH Z DENVER

[RUN IT]



VOTES:

NEW ORLEANS SAINTS

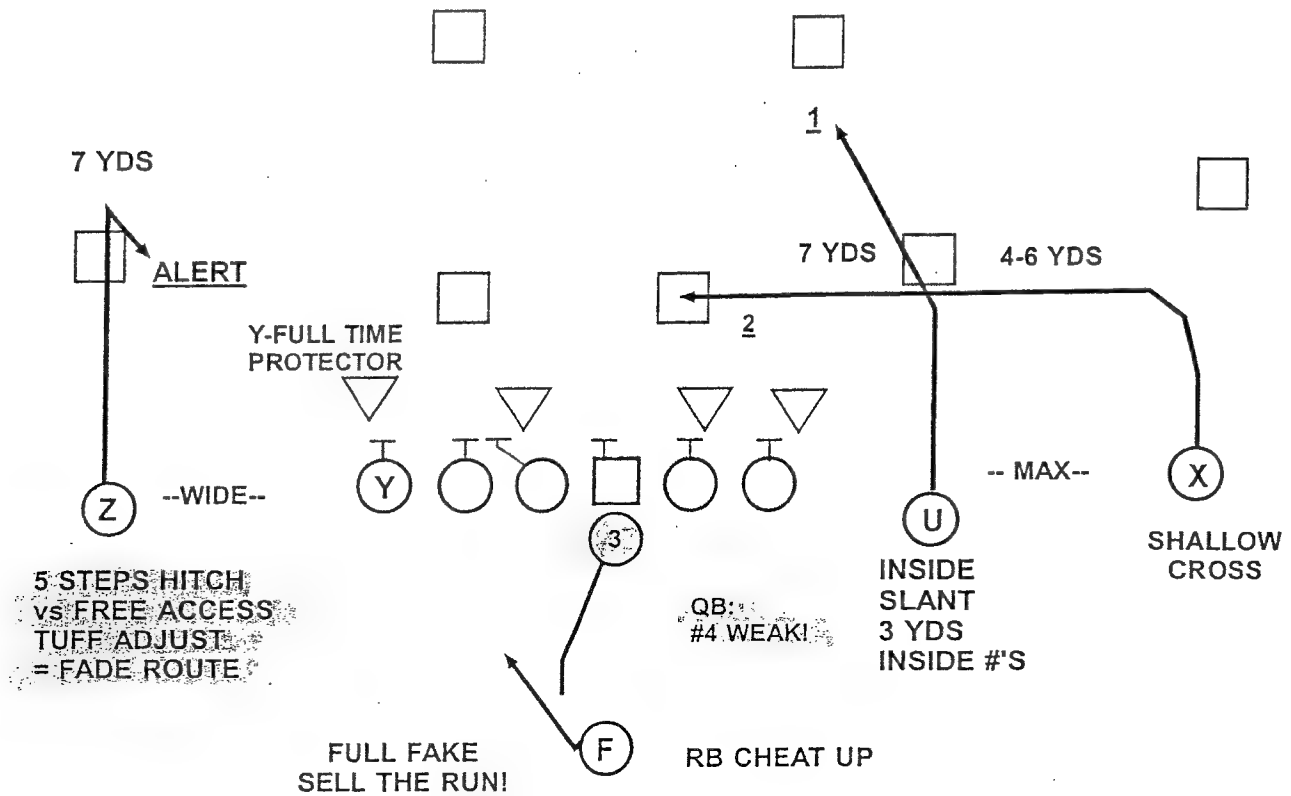
<TG>

DIVIDE LEFT

PASS 367 (P.S) Z HITCH X DENVER

*NOTE: ALL ORIGIN
SHIFTS ARE ASSUMED!

[RUN IT]



NOTES:

<TIGER>
(MOVE) RIGHT
FAKE 94 SLASH Z-READ (X-COMEBACK)

The diagram illustrates a football play, identified as a "B" Gap Rail Runner. The field is represented by a series of yard lines and player positions. Key elements include:

- Player Positions:**
 - QB-#4 WEAK:** Positioned at the line of scrimmage, with a note "LAUNCH PT. BEHIND GUARD".
 - HB-ALERT #4 STRONG & WEAK:** Positioned behind the line of scrimmage, with a note "B" GAP RAIL RUNNER CHECKDOWN OVER THE BALL".
 - U-SOLIDIFY PROTECTION:** Positioned in the backfield, with a note "QB-#4 WEAK LAUNCH PT. BEHIND GUARD".
 - Y-4 COUNT LEAK OUT:** Positioned in the backfield, with a note "Y-4 COUNT LEAK OUT".
 - 7:** Positioned in the backfield, with a note "FULL FAKE I".
 - H:** Positioned in the backfield, with a note "FULL FAKE I".
 - V:** Positioned on the left side of the field, with a note "LOCKED COMEBACK!".
 - Z:** Positioned on the right side of the field, with a note "READ LOCKED ROUTE".
- Key Movements and Notes:**
 - 20 YDS:** A note indicating the distance from the line of scrimmage to the QB's launch point.
 - SLIGHT POST MOVE AT TOP OF STEM:** A note indicating a movement for the QB.
 - SELL THE "GO" ROUTE FOR 15 YDS TURN CB HIPS:** A note indicating a strategy for the QB.
 - ALERT: BLACK 94 "SLASH":** A note indicating a defensive player's position.
 - MOFO:** A note indicating a defensive player's position.
 - SET ANGLE:** A note indicating a defensive player's position.
 - 18 YDS:** A note indicating the distance from the line of scrimmage to the MOFO player.
 - BURST RELEASE:** A note indicating a defensive player's position.
 - OUTLET:** A note indicating a defensive player's position.
 - Y-4 COUNT LEAK OUT:** A note indicating a defensive player's position.
 - WIDE--:** A note indicating the width of the field.
 - LOCKED COMEBACK!:** A note indicating the QB's position.
 - READ LOCKED ROUTE:** A note indicating the HB's position.
 - U-SOLIDIFY PROTECTION:** A note indicating the QB's position.
 - QB-#4 WEAK LAUNCH PT. BEHIND GUARD:** A note indicating the QB's position.
 - HB-ALERT #4 STRONG & WEAK "B" GAP RAIL RUNNER CHECKDOWN OVER THE BALL:** A note indicating the HB's position.
 - Y-4 COUNT LEAK OUT:** A note indicating the HB's position.
 - 7:** A note indicating the HB's position.
 - H:** A note indicating the HB's position.
 - V:** A note indicating the QB's position.
 - Z:** A note indicating the HB's position.

NOTES:

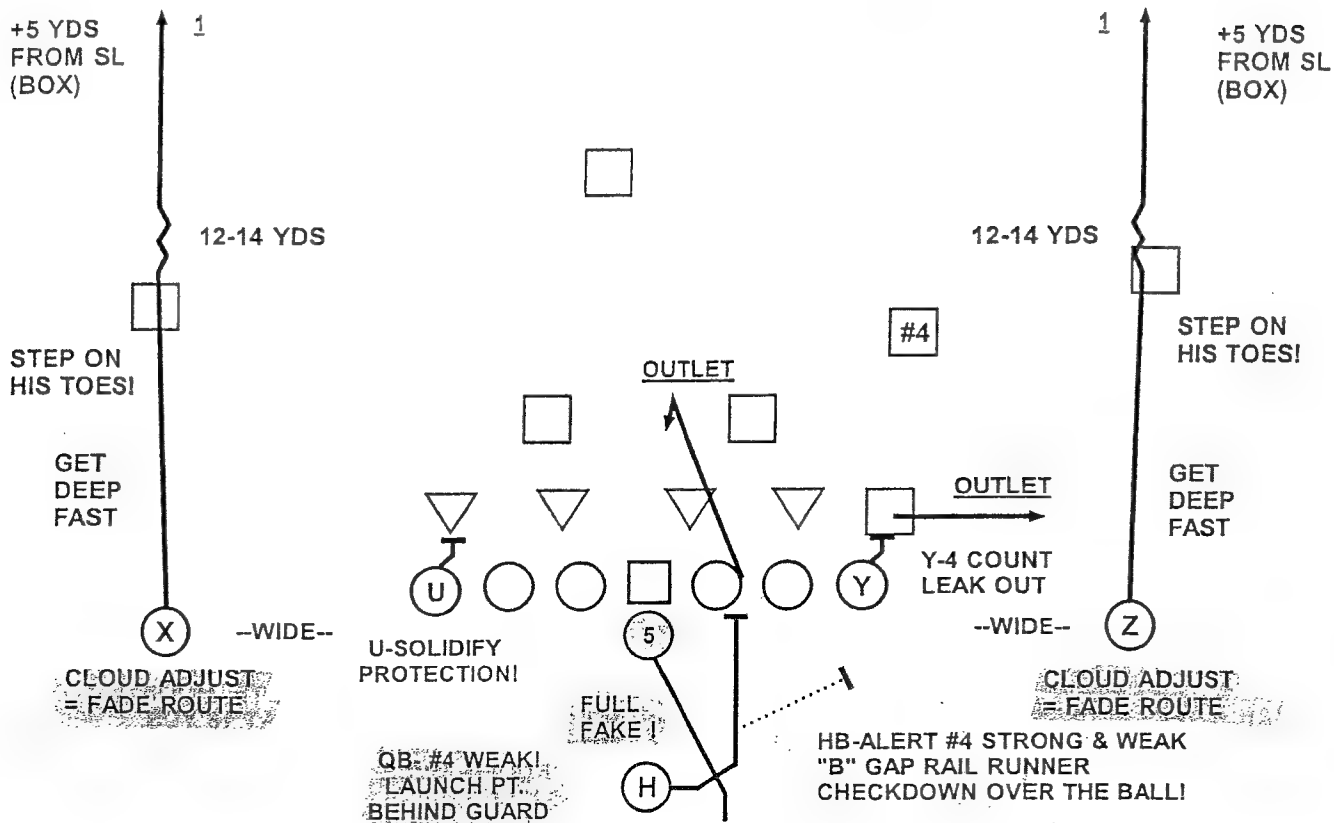
NEW ORLEANS SAINTS

<TIGER>
RIGHT

FAKE 94 SLASH BOTH STUTTER GO

*NOTE: ALL ORIGIN
SHIFTS ARE ASSUMED!

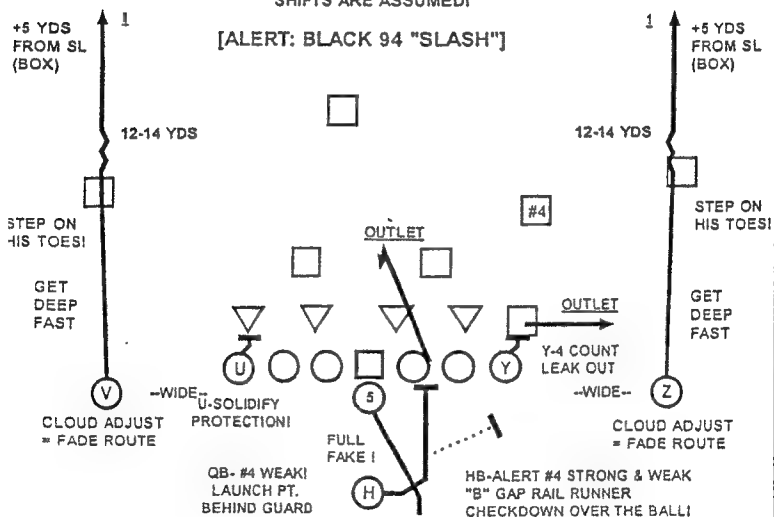
[ALERT: BLACK 94 "SLASH"]



<TRIO>
BEYOND RIGHT
FAKE 94 SLASH BOTH STUTTER GO

*NOTE: ALL ORIGIN
SHIFTS ARE ASSUMED!

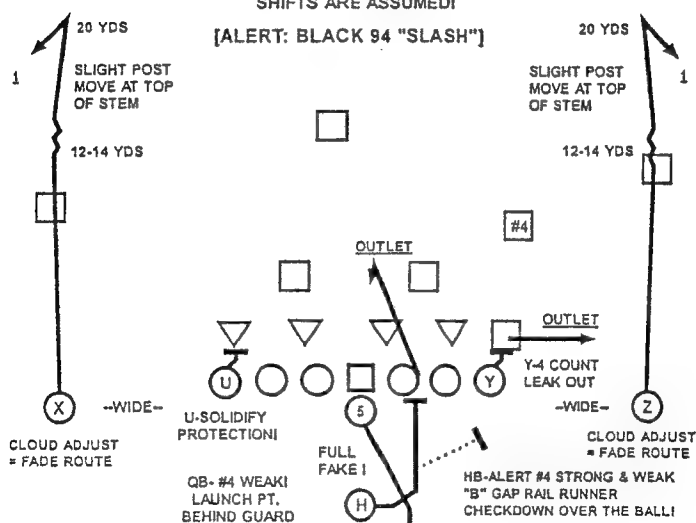
[ALERT: BLACK 94 "SLASH"]



<TIGER>
RIGHT
FAKE 94 SLASH BOTH STUTTER COMEBACK

*NOTE: ALL ORIGIN
SHIFTS ARE ASSUMED!

[ALERT: BLACK 94 "SLASH"]



NOTES:

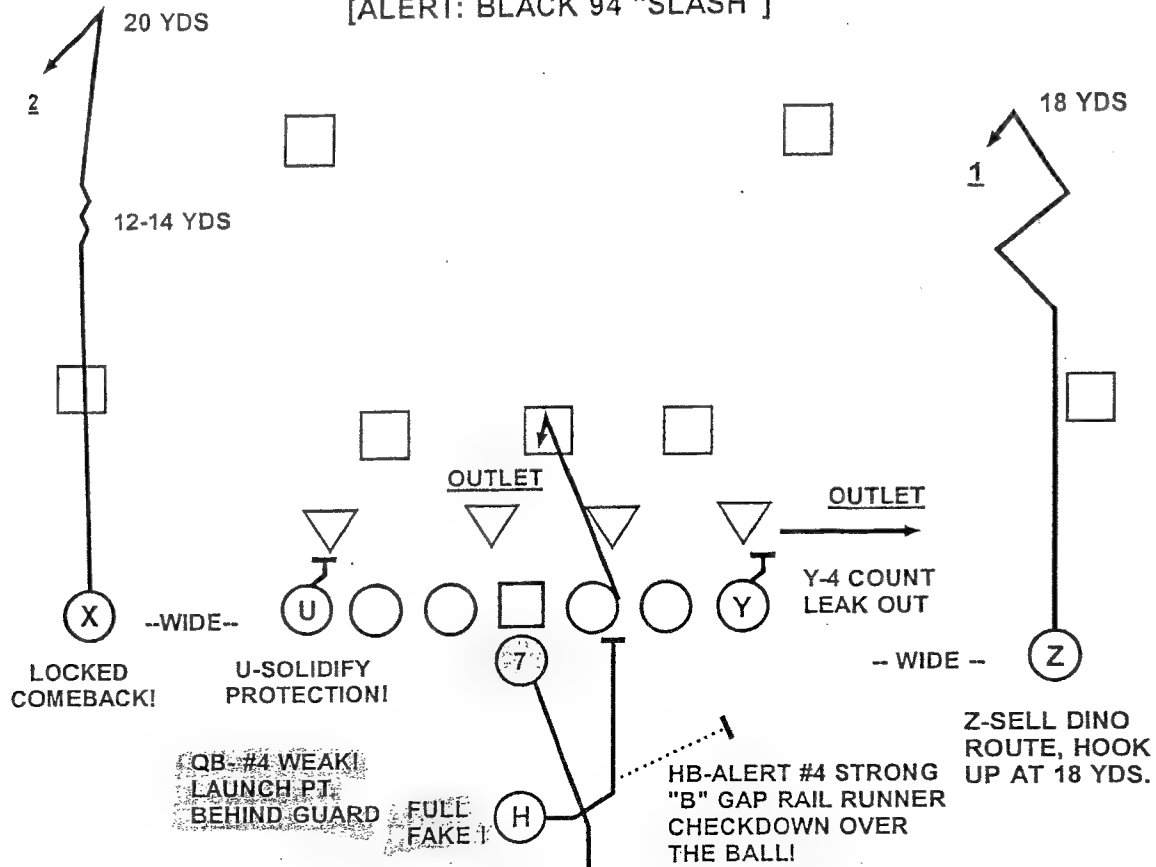
NEW ORLEANS SAINTS

*NOTE: ALL ORIGIN
SHIFTS ARE ASSUMED!

<TIGER>
RIGHT

FAKE 94 SLASH Z-RATTLER X-STUTTER COMEBACK

[ALERT: BLACK 94 "SLASH"]



NOTES:

NEW ORLEANS SAINTS RUN GAME

* 64/65 SLASH U CUT-OFF *

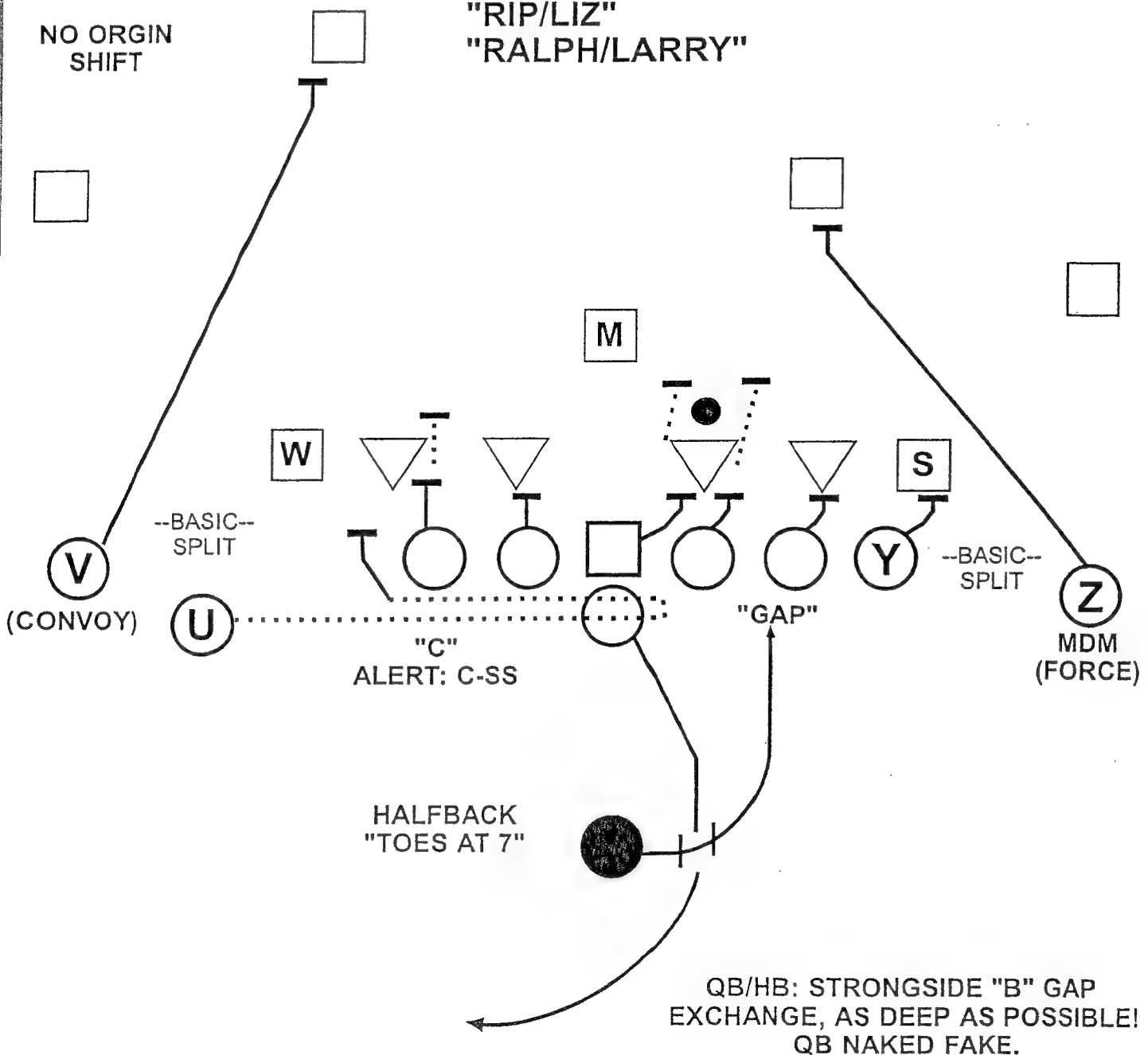
DEFENSE: 43

TRIO

BEYOND DIVIDE RIGHT (LEFT) "U CTR"
(TOSS) 64 (65) SLASH U CUT-OFF

*ALERT: RED OVER-65/64 O.P. U FORCE
"RIP/LIZ"
"RALPH/LARRY"

NO ORGIN
SHIFT



NEW ORLEANS SAINTS RUN GAME

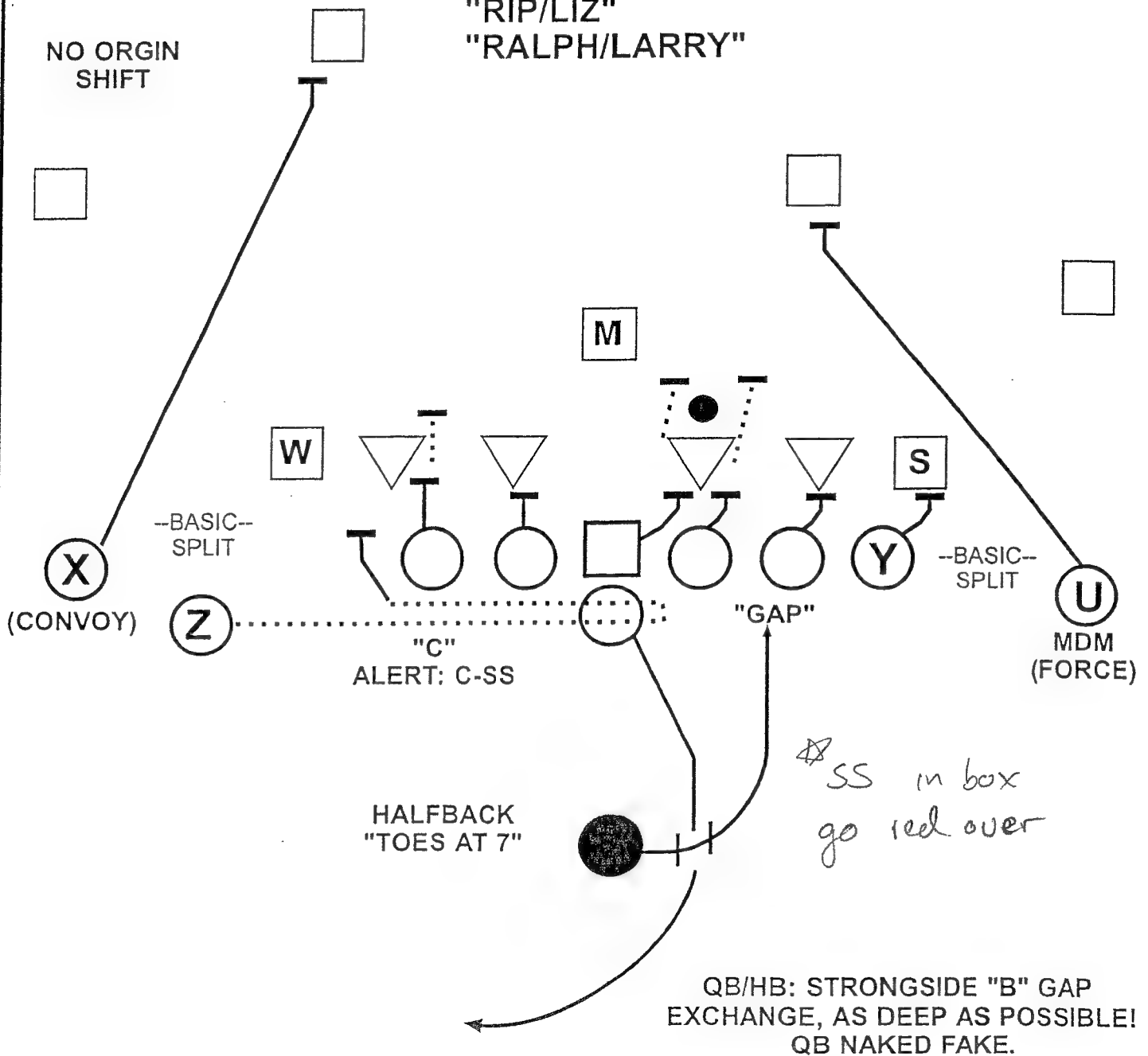
* 64/65 SLASH Z CUT-OFF *

DEFENSE: 43

TIGER

"ZIP ZAP" TROUBLE RIGHT (LEFT) SLOT
(TOSS) 64 (65) SLASH Z CUT-OFF

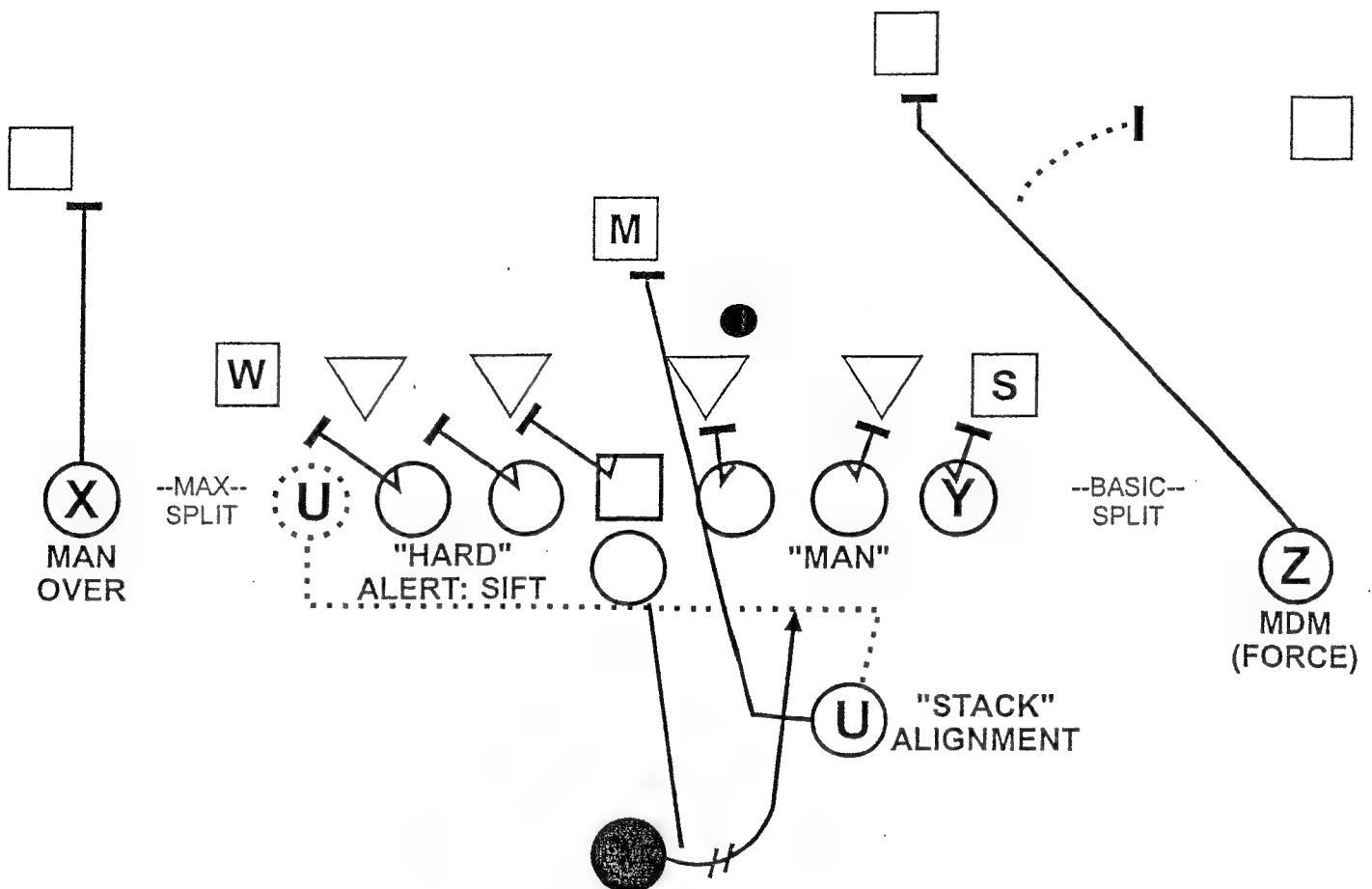
*ALERT: RED OVER-65/64 O.P. Z FORCE
"RIP/LIZ"
"RALPH/LARRY"



***** FOX 42/43 RUN *****

TIGER
"YO YO" RIGHT (LEFT)
FOX 42 (43) RUN "X KEY"

<NMB CWM>
*ALERT: "RIP/LIZ"
"RALPH/LARRY"



TE RULES!!

Y - BLOCK #3. ALERT; BIG, SCOOP,
SLIP,MAN, OUT,
U - ASSUME FB RESPONSIBILITY

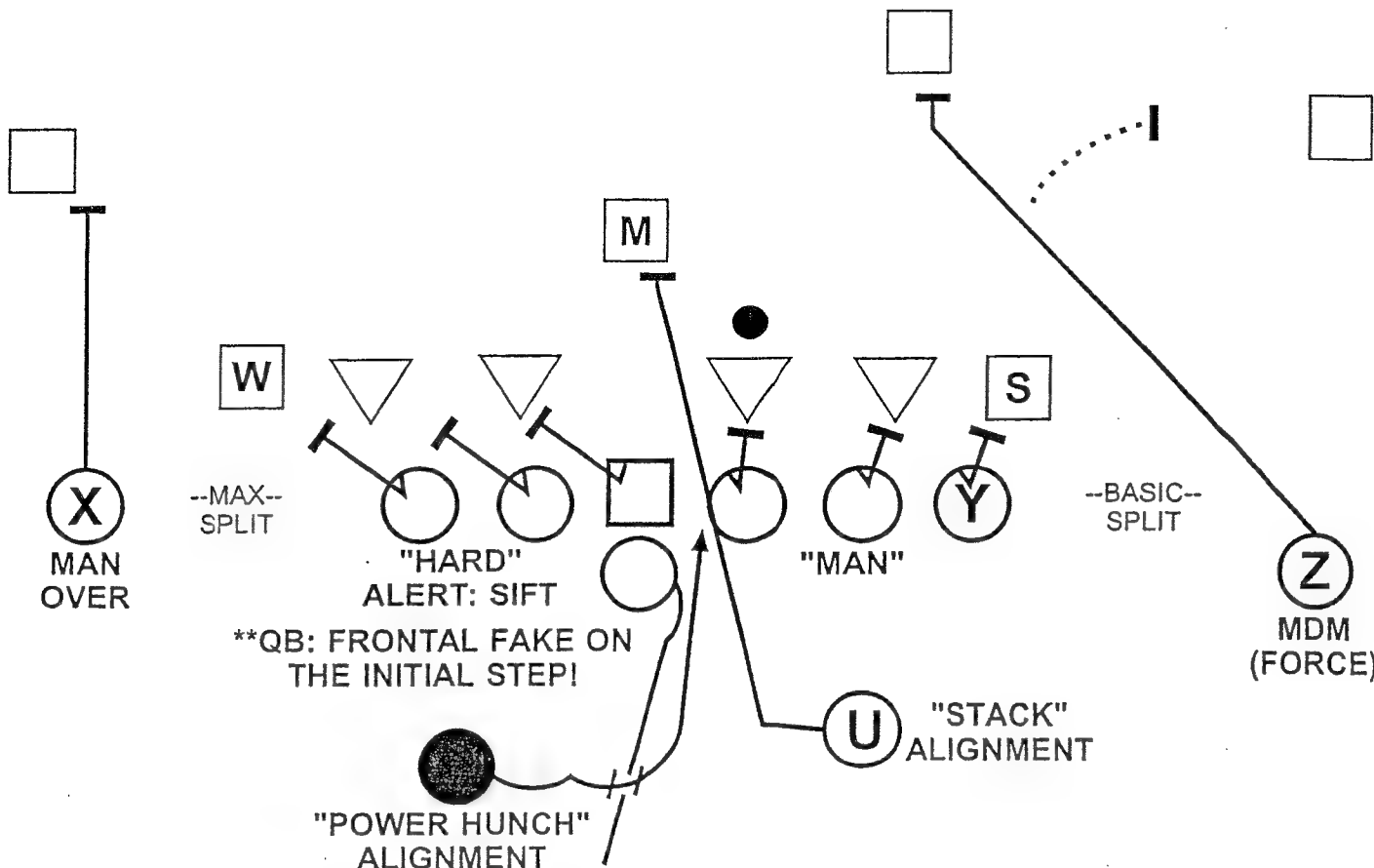
NEW ORLEANS SAINTS RUN GAME

** FOX 42/43 RUN **

DEFENSE: 43

TIGER
(CAN ZIP) FAR STEEL RIGHT (LEFT)
FOX 42 (43) RUN "X KEY"

*ALERT: "RED OVER"
TO 95 (94) BOB



QB: BEHIND CENTER EXCHANGE.
DO NOT PUSH HB OVER THE TOP.
VISION TO "A" GAP IS ESSENTIAL.

TE RULES!!

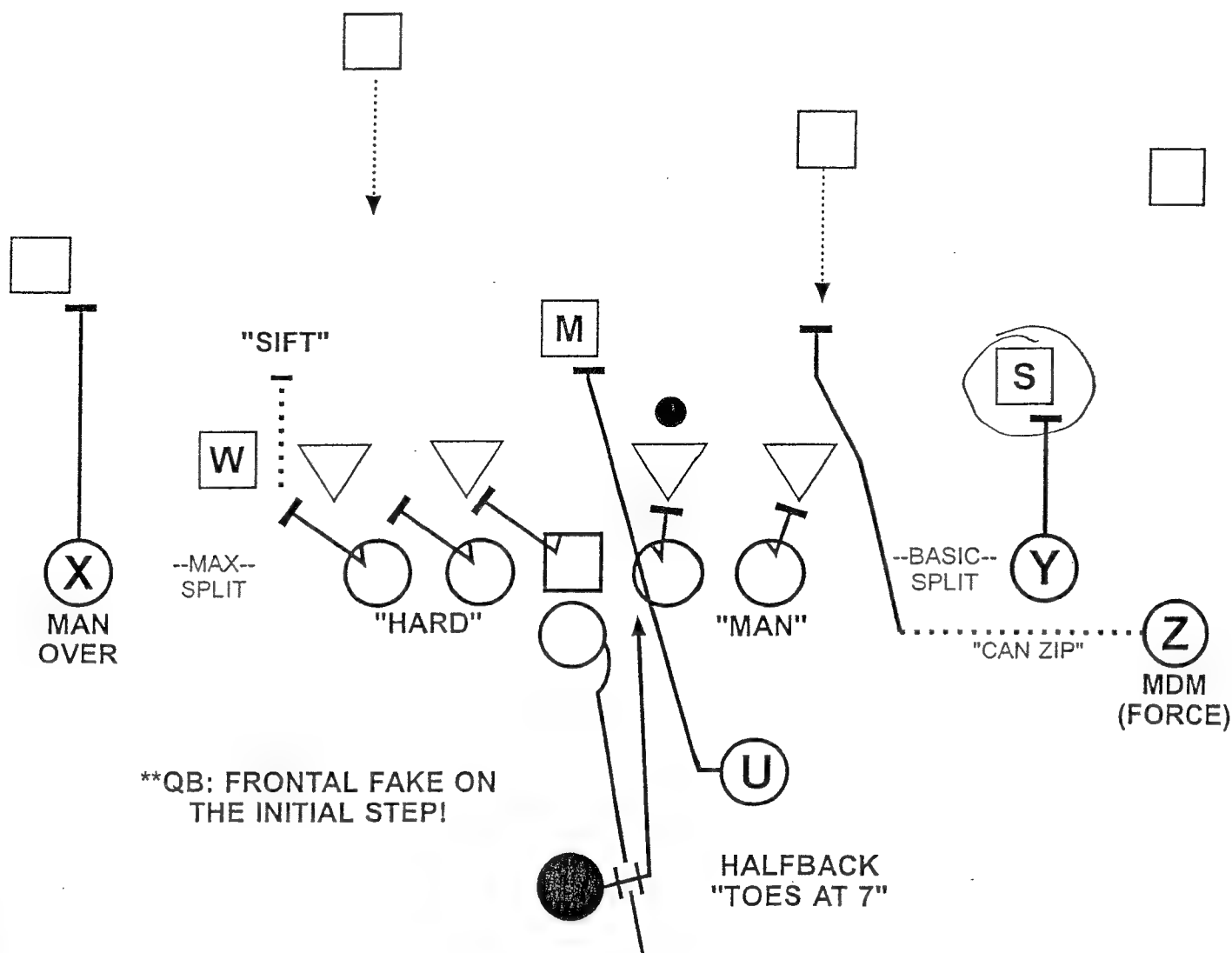
Y - BLOCK #3. ALERT; BIG, SCOOP,
SLIP, MAN, OUT,
U - ASSUME FB RESPONSIBILITY

FOX 42 RUN OPEN

<TIGER>

NO ORIGIN
SHIFT!

"RUN IT RUN"

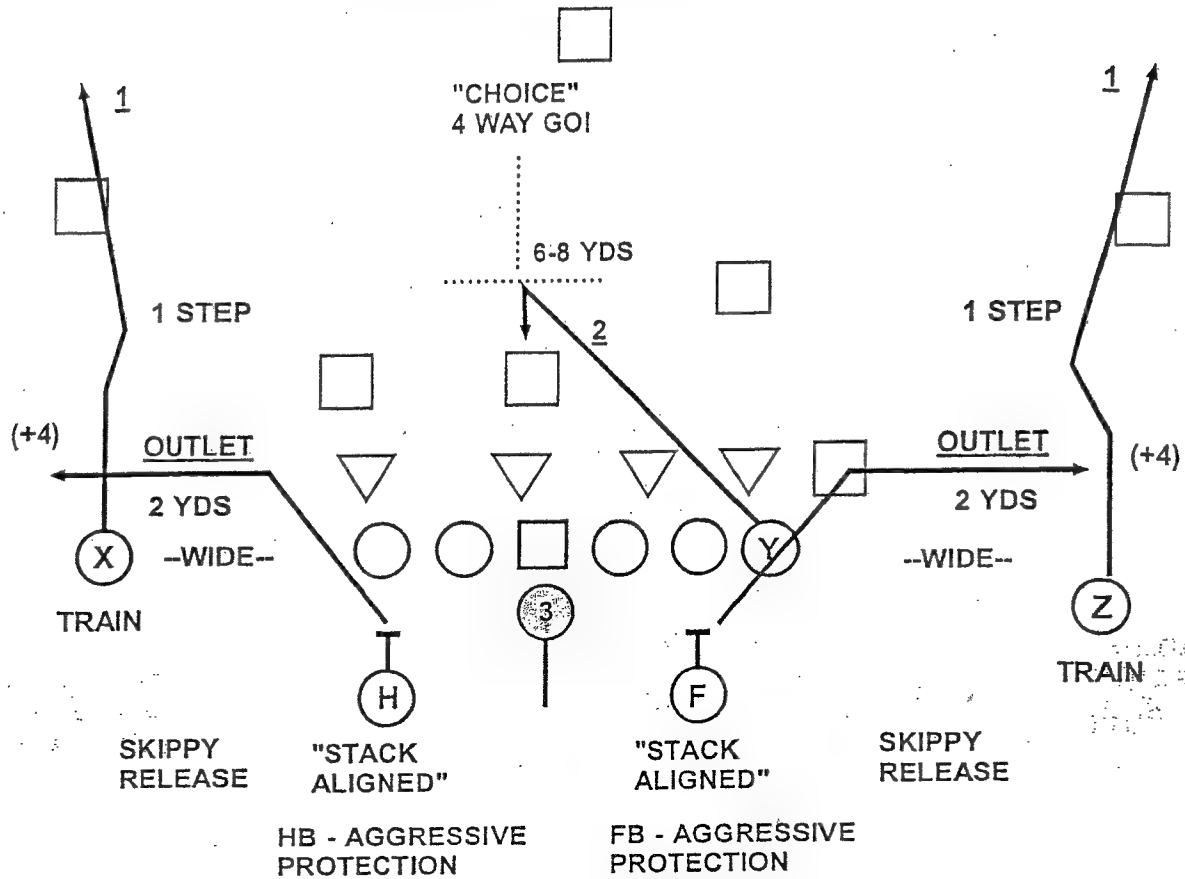


QB/HB: STRONGSIDE "A" GAP
EXCHANGE, AS DEEP AS POSSIBLE!

NEW ORLEANS SAINTS

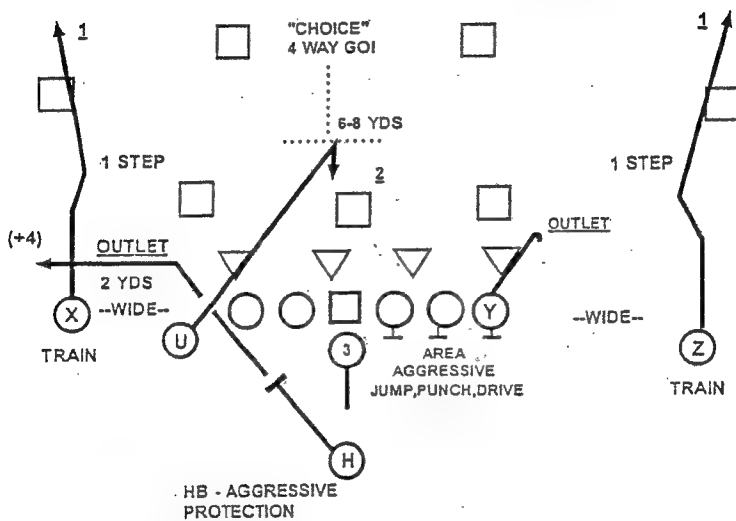
*NOTE: ALL ORIGIN
SHIFTS ARE ASSUMED!

RED RIGHT 324 (325) BOTH TRAIN Y CHOICE



*NOTE: ALL ORIGIN
SHIFTS ARE ASSUMED!

<TG> DIVIDE RIGHT 374 (375) BOTH TRAIN U CHOICE



NOTES:

PSL

DCOV. Sheet 11
3- Soft cushion away from rotation
2- away from Mike
Wide side
2) Stay Strong

The diagram illustrates a football play from a top-down perspective. Key elements include:

- Player Positions:**
 - X** (Quarterback) and **U** (Running Back) are on the left side of the field.
 - 3** (Running Back) is in the center of the backfield.
 - H** (Running Back) is positioned directly in front of **3**.
 - Y** (Wide Receiver) is on the right side of the field.
 - Z** (Wide Receiver) is further to the right.
- Yardage and Movement:**
 - Arrows indicate movement of **1** yard for both the offense (left) and defense (right).
 - Offense is marked with **(+4)** and **2 YDS**.
 - Defense is marked with **(+4)** and **2 YDS**.
 - Offense has completed **3 STEPS** and is in a **-- WIDE --** stance.
 - Defense has completed **3 STEPS** and is in a **-- WIDE --** stance.
- Key Actions and Callouts:**
 - POP 4 YDS** is noted near the center of the field.
 - OUTLET** is labeled near the center of the field.
 - "Q" HOT** is noted near player **Y**.
 - Offense instruction: **AGGRESSIVE KNOCK HANDS DOWN !**
 - Defense instruction: **DOUBLE READ MIKE TO SAM**
- Other Markers:**
 - A **-4-** marker is located near the center of the field.
 - Various geometric shapes (squares, circles, triangles) represent different types of players or field markers.

The diagrams illustrate tactical movements on a battlefield. The left diagram shows a route from point H to point F, passing through point 3, with a 'POP 4 YDS' and 'OUTLET' label. The right diagram shows a route from point Z to point Y, with a 'Q' HOT' label and a '3 STEPS LOCKED ROUTE WIDEN vs CLOUD' instruction.

[illegible]

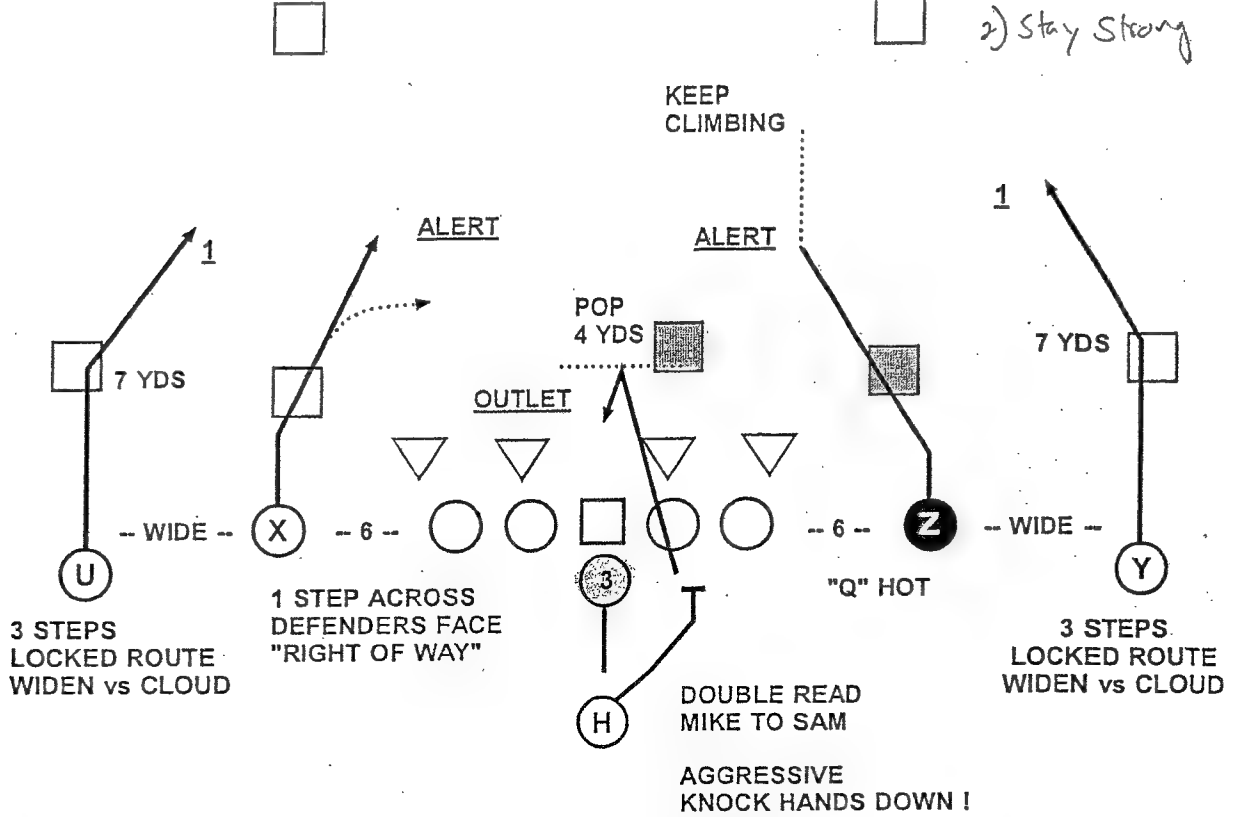
NOTES:

NEW ORLEANS SAINTS

PSC

<TG> <TRIO> DOUBLE TROUBLE RIGHT (LEFT) "CUT" 200 (300) JET LION (HB POP)

*NOTE: ALL ORIGIN
SHIFTS ARE ASSUMED!

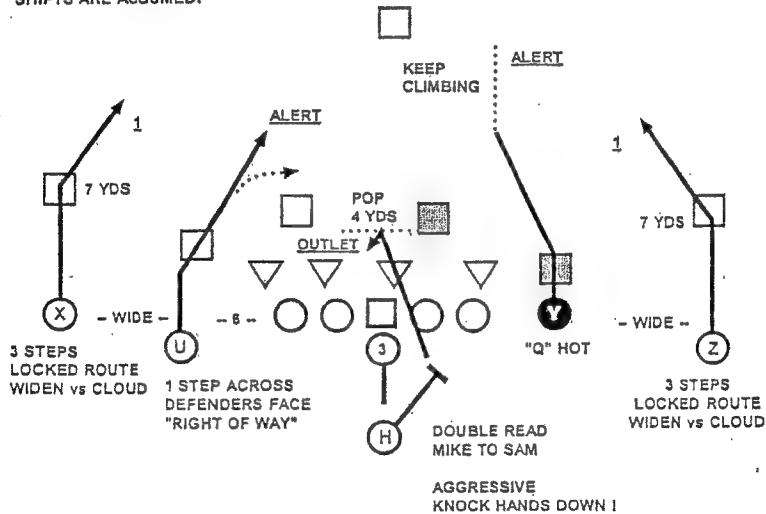


Draw shell
3 - Soft cushion
away rotation
2 - Away mB
wide side

2) Stay Strong

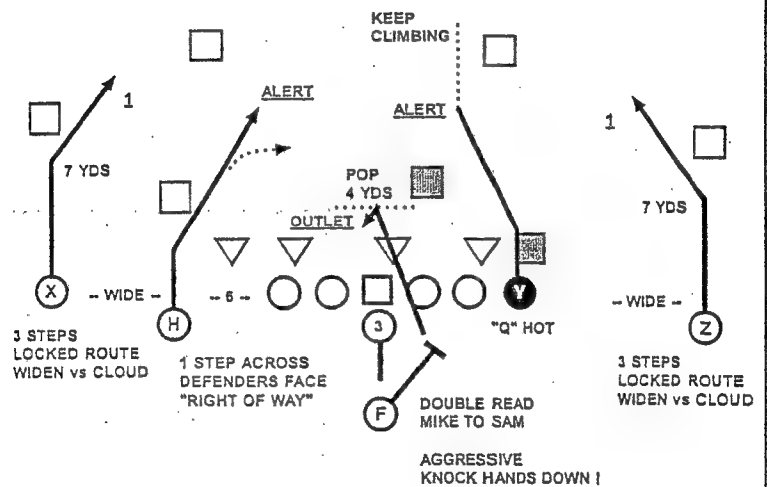
<TIGER> (EXCH) DIVIDE OPEN RIGHT (LEFT) "CUT" 200 (300) JET LION (HB POP)

*NOTE: ALL ORIGIN
SHIFTS ARE ASSUMED!



*NOTE: ALL ORIGIN
SHIFTS ARE ASSUMED!

<RG> <PRO> WIDE RIGHT (LEFT) (OPEN) 200 (300) JET LION FB POP



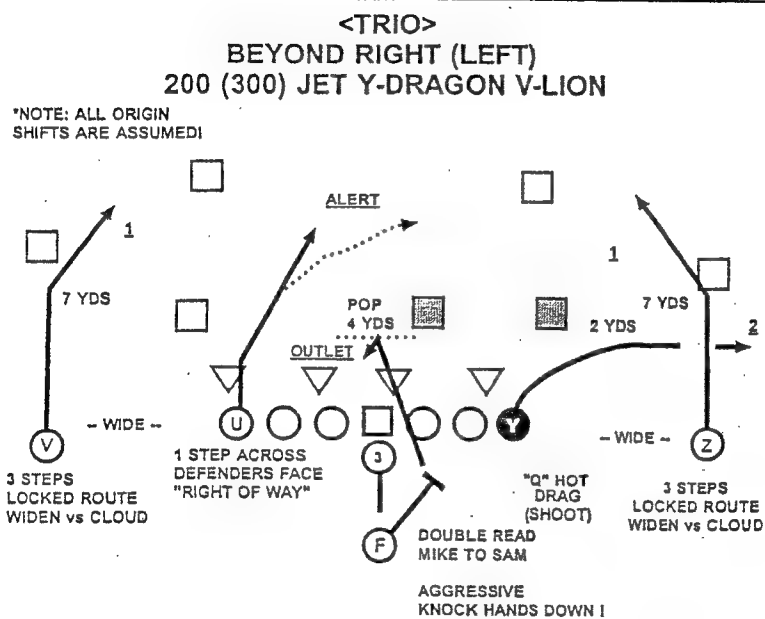
NOTES:

<TIGER>
(EXCH) DIVIDE RIGHT (LEFT)
200 (300) JET Y-DRAGON X-LION

The diagram illustrates a tactical drill sequence on a field with various obstacles (squares, triangles, circles) and a central line of defenders (triangles). The sequence is as follows:

- Point X:** The starting point. A route is marked with a solid line and an arrow labeled '1'. The distance to the next point is '7 YDS'.
- Point U:** Reached after 7 yards. A dotted line labeled 'ALERT' points towards the center. A solid line continues from U, labeled '1 STEP ACROSS DEFENDERS FACE "RIGHT OF WAY"'. The distance to the next point is '6'.
- Point Y:** Reached after 6 yards. A dotted line labeled 'OUTLET' points towards the center. A solid line continues from Y, labeled '2 YDS'.
- Point Z:** Reached after 2 yards. A solid line continues from Z, labeled '7 YDS'.
- Point F:** A point below the center line. A solid line connects F to Y, labeled 'DOUBLE READ MIKE TO SAM'.
- Point Q:** A point on the center line. A solid line connects Q to Y, labeled '"Q" HOT DRAG (SHOOT)'.
- Point 3:** A point on the center line. A solid line connects 3 to F, labeled 'AGGRESSIVE KNOCK HANDS DOWN !'.

Additional labels include '3 STEPS LOCKED ROUTE WIDEN vs CLOUD' near X, '1 STEP ACROSS DEFENDERS FACE "RIGHT OF WAY"' near U, and '3 STEPS LOCKED ROUTE WIDEN vs CLOUD' near Z. The central line of defenders is marked with '6' and '7'.

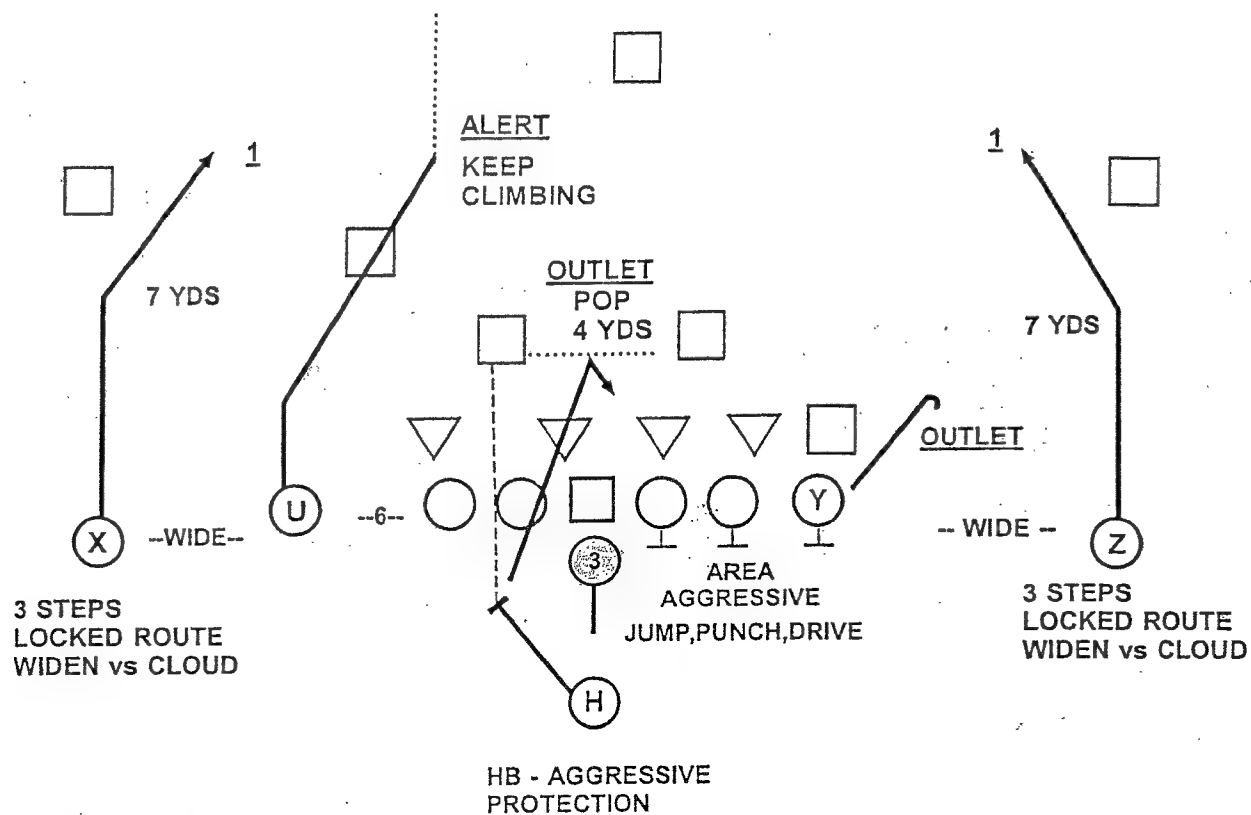


NOTES:

NEW ORLEANS SAINTS

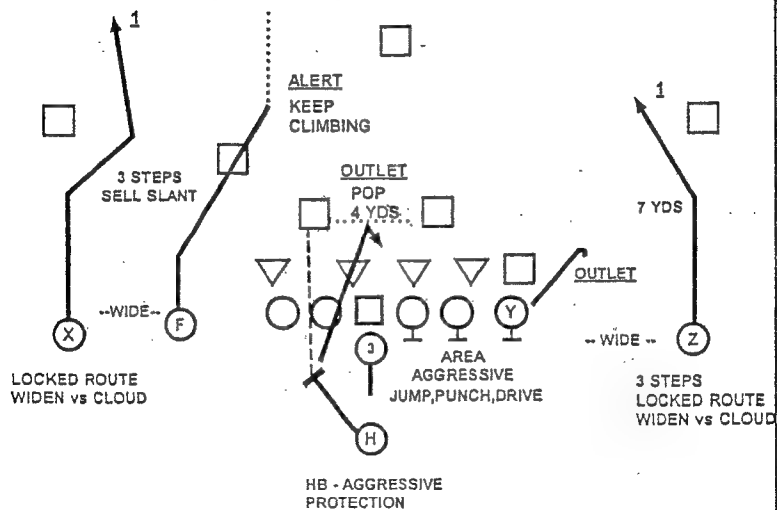
*NOTE: ALL ORIGIN
SHIFTS ARE ASSUMED!

<TIGER> DIVIDE RIGHT (LEFT) 374 (375) LION (X SLUGGO)



*NOTE: ALL ORIGIN
SHIFTS ARE ASSUMED!

<PRO> BELOW RIGHT (LEFT) 374 (375) LION X SLUGGO



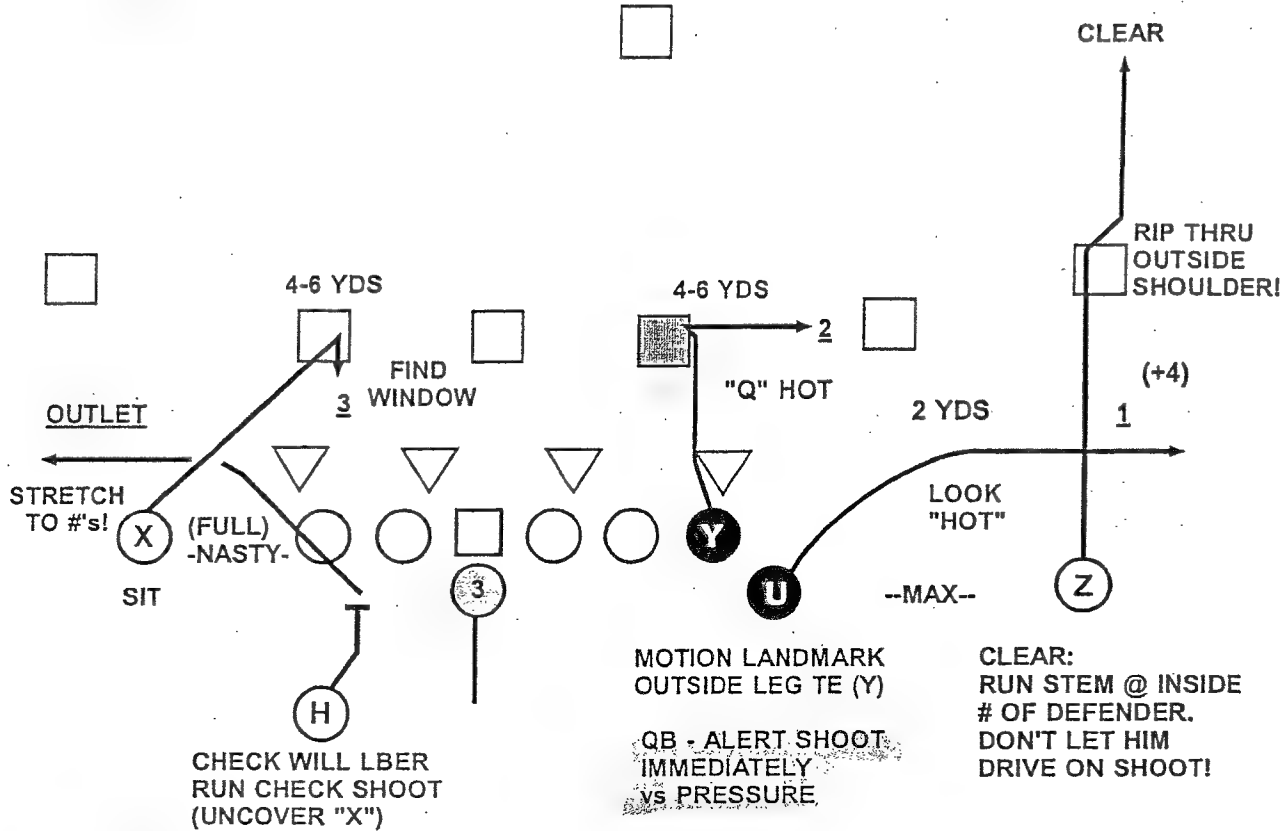
NOTES:

NEW ORLEANS SAINTS

<TG>

(MOVE) FAR WEST RIGHT (LEFT) (NASTY)
322 (323) Y-STICK [X (V)-SIT]

NOTE: ALL ORIGIN
SHIFTS ARE ASSUMED!

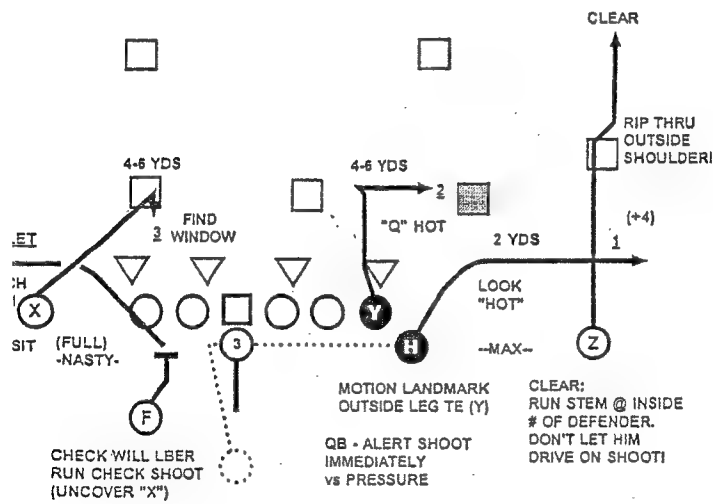


<RG> <PRO>

QUEEN RIGHT (LEFT) (NASTY) "B" RIGHT
322 (323) Y-STICK (X-SIT)

NOTE: ALL ORIGIN
SHIFTS ARE ASSUMED!

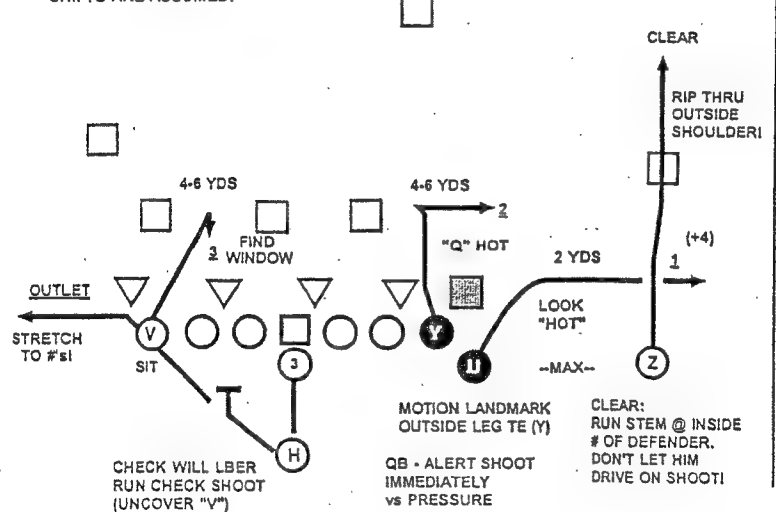
"B" RT/LT



<TRIO>

BEYOND WEST RIGHT (LEFT)
322 (323) Y-STICK (V-SIT)

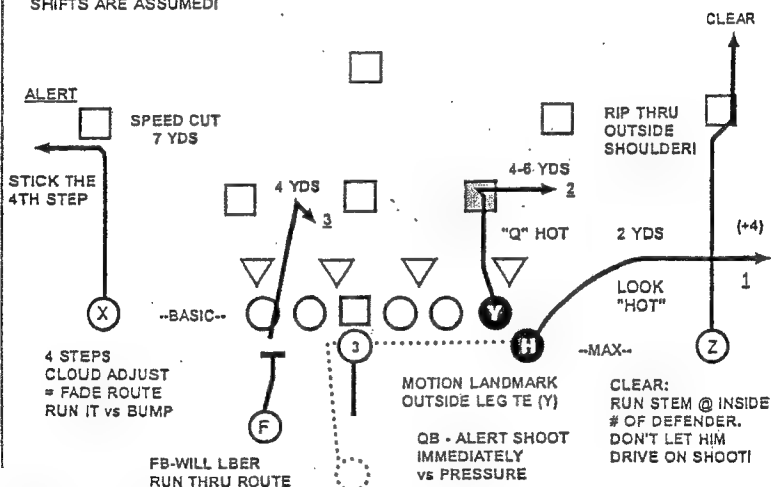
NOTE: ALL ORIGIN
SHIFTS ARE ASSUMED!



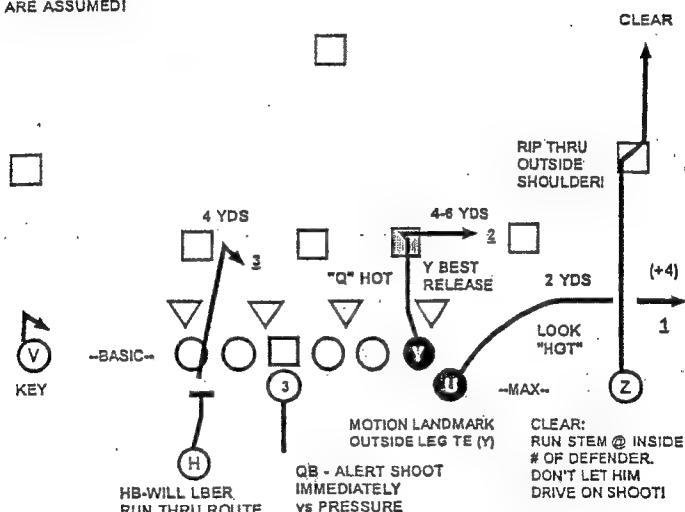
NOTES:

<TG>
MOVE FAR WEST RIGHT (LEFT)
322 (323) Y-STICK X-OMAHA

*NOTE: ALL ORIGIN
SHIFTS ARE ASSUMED!



*NOTE: ALL ORIGIN
SHIFTS ARE ASSUMED!



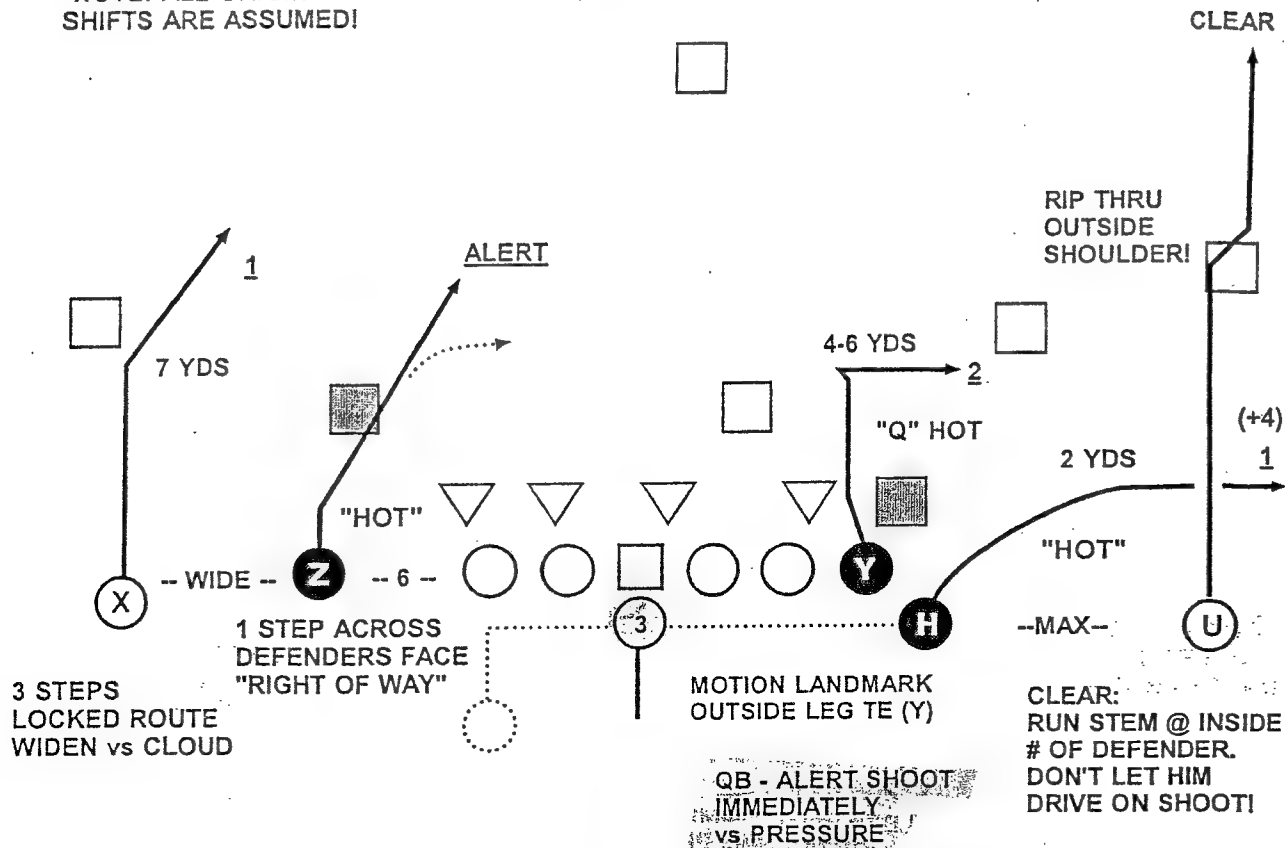
NOTES:

NEW ORLEANS SAINTS

<TG>

FAR TROUBLE RIGHT (LEFT) SLOT "A RIGHT" "CUT" SCAT 322 (323) Y-STICK LION

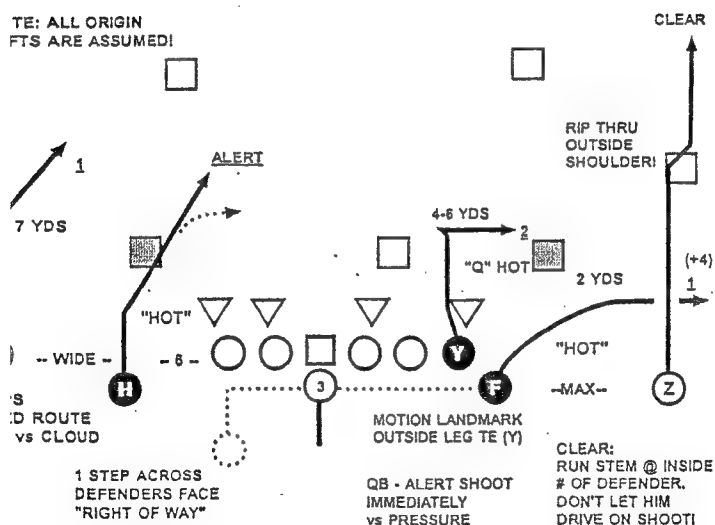
*NOTE: ALL ORIGIN
SHIFTS ARE ASSUMED!



<RG> <PRO>

WIDE RIGHT (LEFT) "A RIGHT" "CUT" SCAT 322 (323) Y-STICK LION

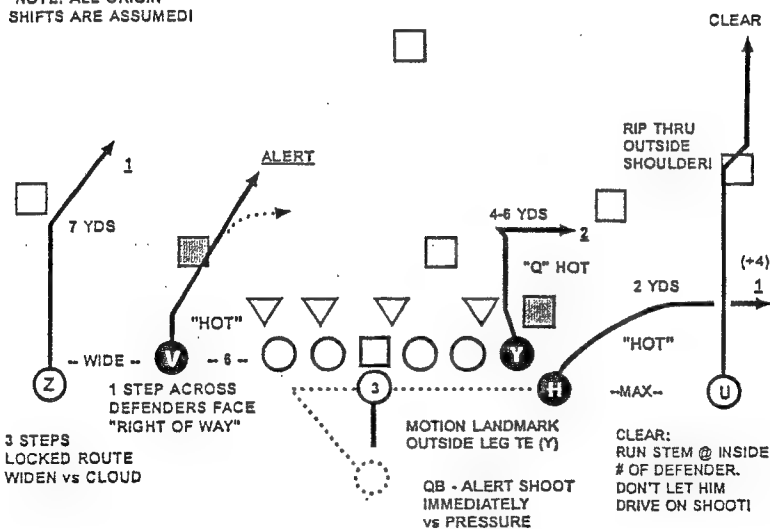
*NOTE: ALL ORIGIN
SHIFTS ARE ASSUMED!



<TRIO>

FAR TROUBLE RIGHT (LEFT) FLOP "B RIGHT" "CUT" SCAT 322 (323) Y-STICK LION

*NOTE: ALL ORIGIN
SHIFTS ARE ASSUMED!



NOTES:

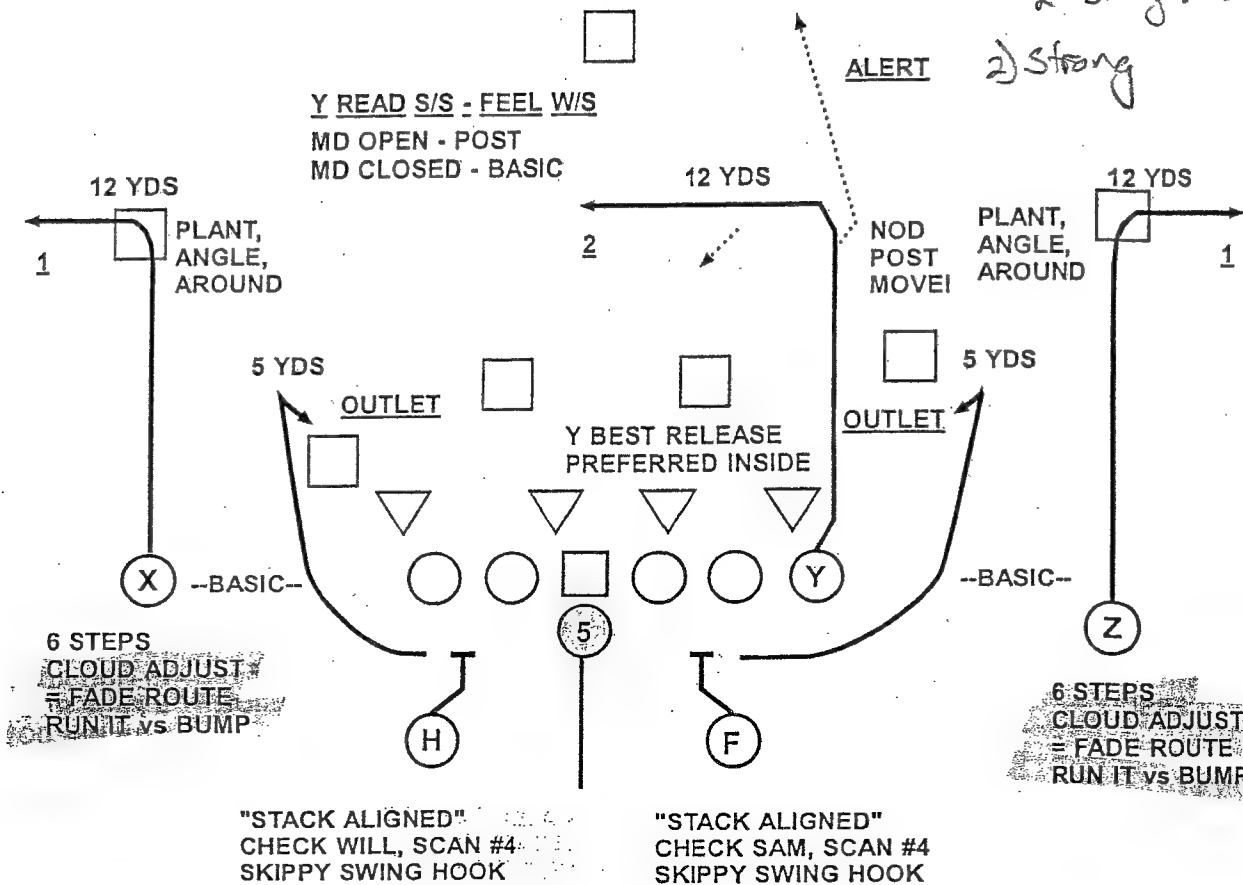
NEW ORLEANS SAINTS

PSL

*NOTE: ALL ORIGIN
SHIFTS ARE ASSUMED!

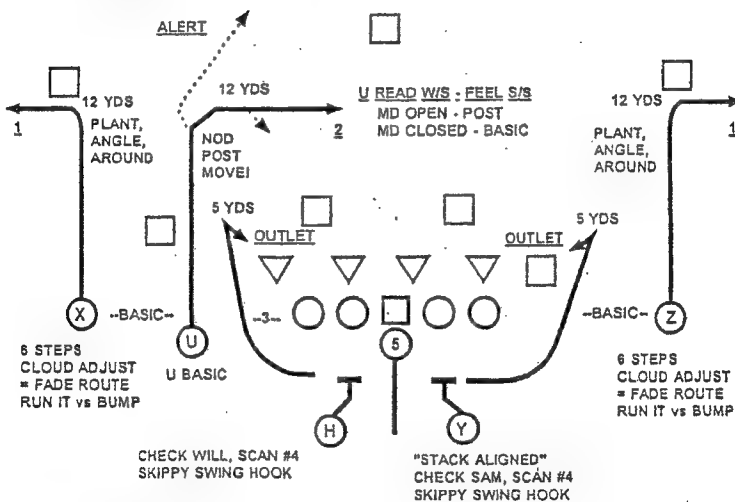
(TRADE) RED (QUEEN) RIGHT (LEFT) 24 (25) DOUBLE SQUARE OUT

1) Coverage Shell
3 - Cushion
away from rotation
2 - Strong → inside out Y-Z
2) Strong



<TIGER> (EXCH) FAR DIVIDE RIGHT (LEFT) 84 (85) "U" DOUBLE SQUARE OUT

*NOTE: ALL ORIGIN
SHIFTS ARE ASSUMED!

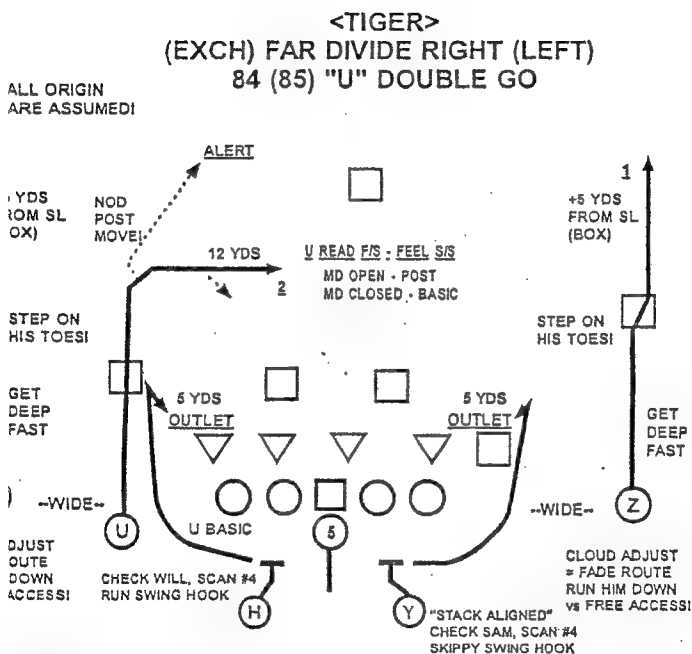
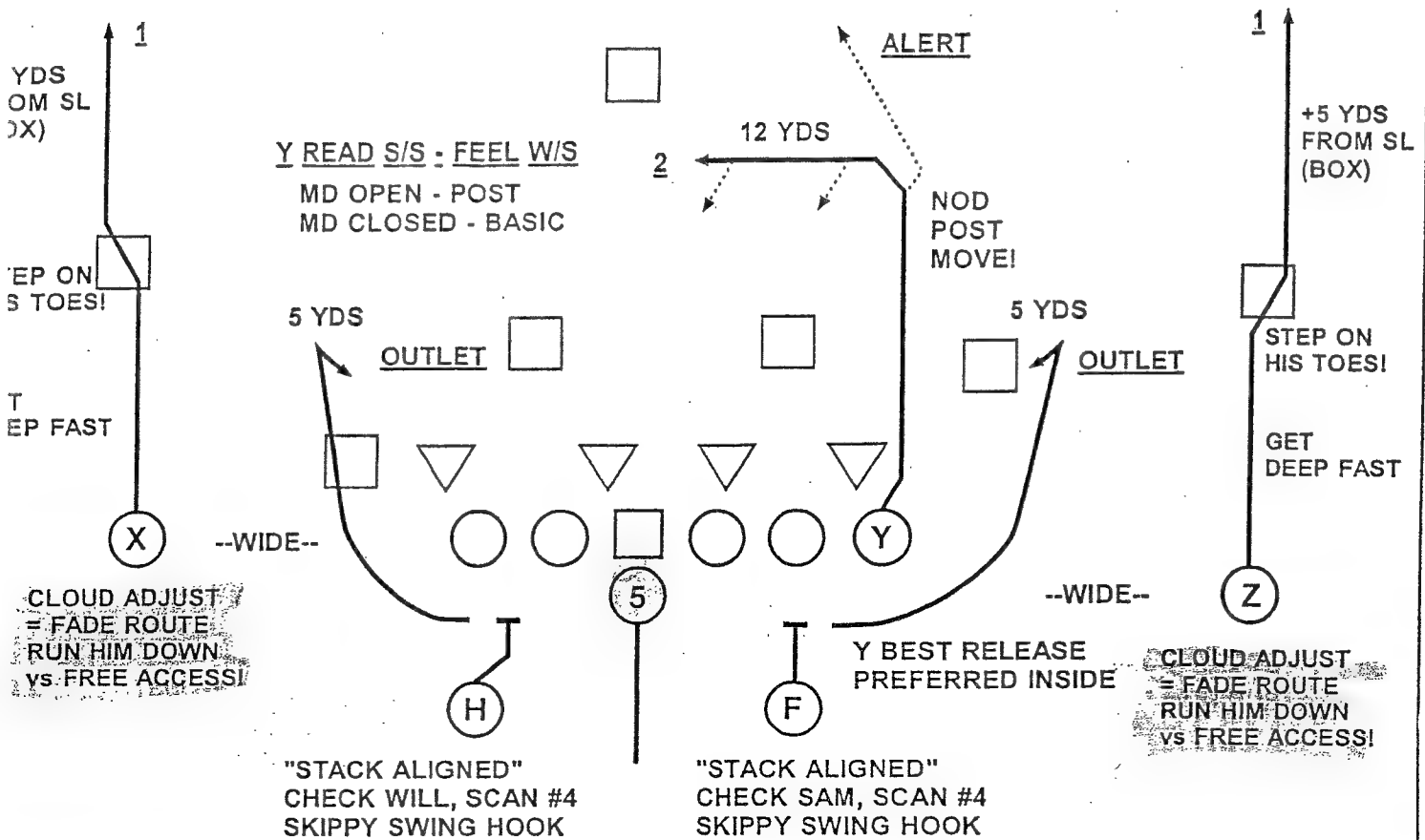


NOTES:

NEW ORLEANS SAINTS

TE: ALL ORIGIN
TS ARE ASSUMED!

(TRADE) RED (QUEEN) RIGHT (LEFT)
24 (25) DOUBLE GO

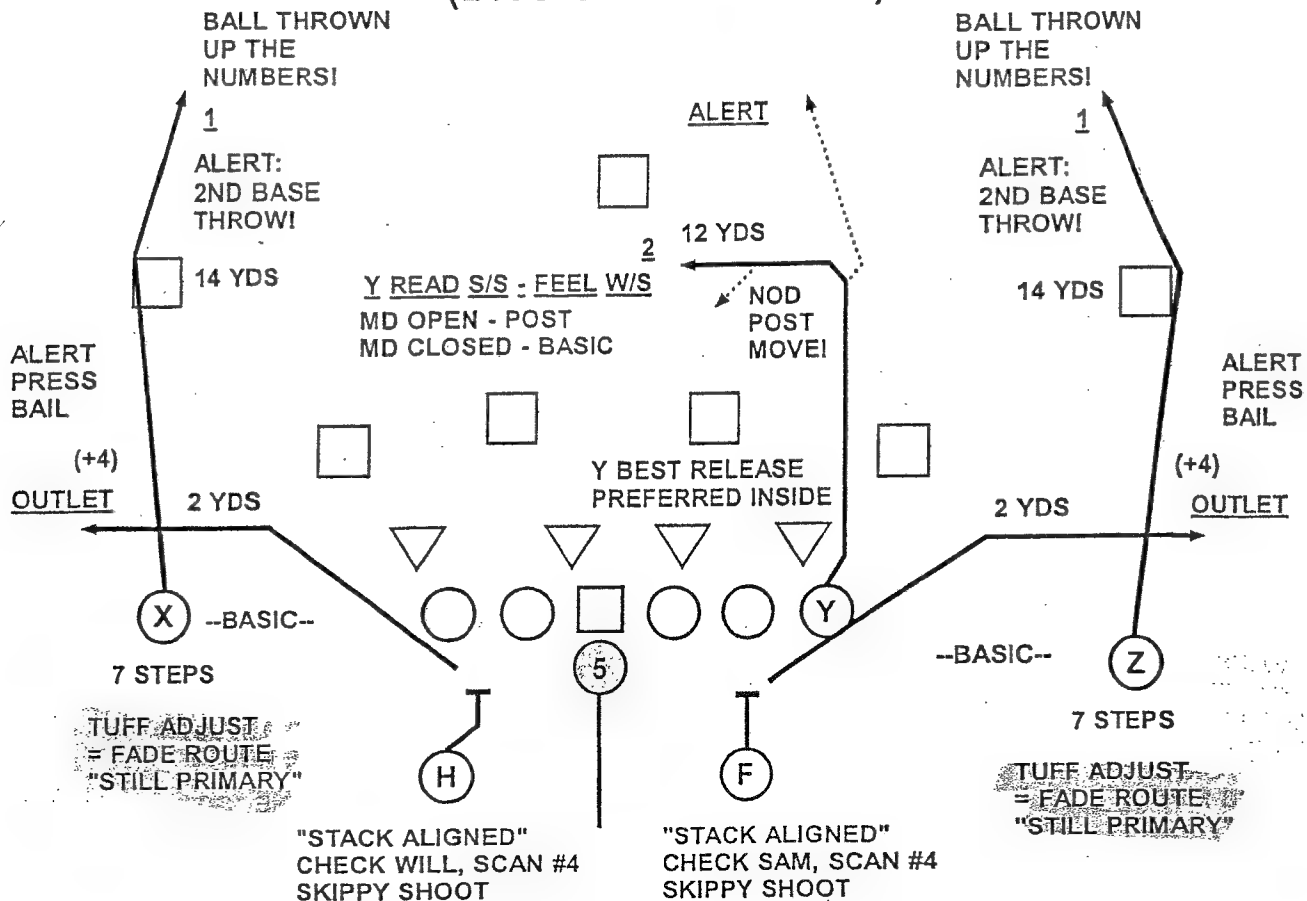


TES:

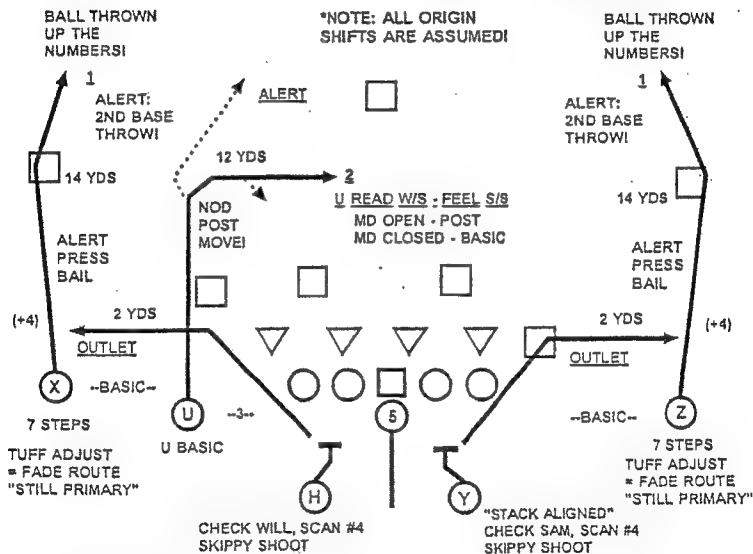
NEW ORLEANS SAINTS

*NOTE: ALL ORIGIN
SHIFTS ARE ASSUMED!

(TRADE) RED (QUEEN) RIGHT (LEFT)
24 (25) DOUBLE GLANCE
(BK's CHECK SHOOT)



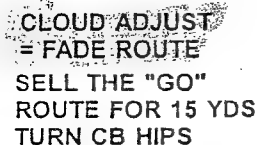
<TIGER>
(EXCH) FAR DIVIDE RIGHT (LEFT)
84 (85) "U" DOUBLE GLANCE



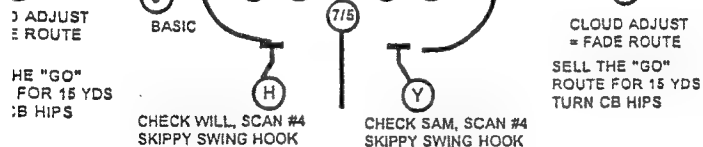
NOTES:

(TRADE) RED (QUEEN) RIGHT (LEFT)
DEEP 24 (25) DOUBLE COMEBACK

(TRADE) RED (QUEEN) RIGHT (LEFT)
DEEP 24 (25) DOUBLE COMEBACK



(EXCH) FAR DIVIDE RIGHT (LEFT)
DEEP 84 (85) "U" DOUBLE COMEBACK

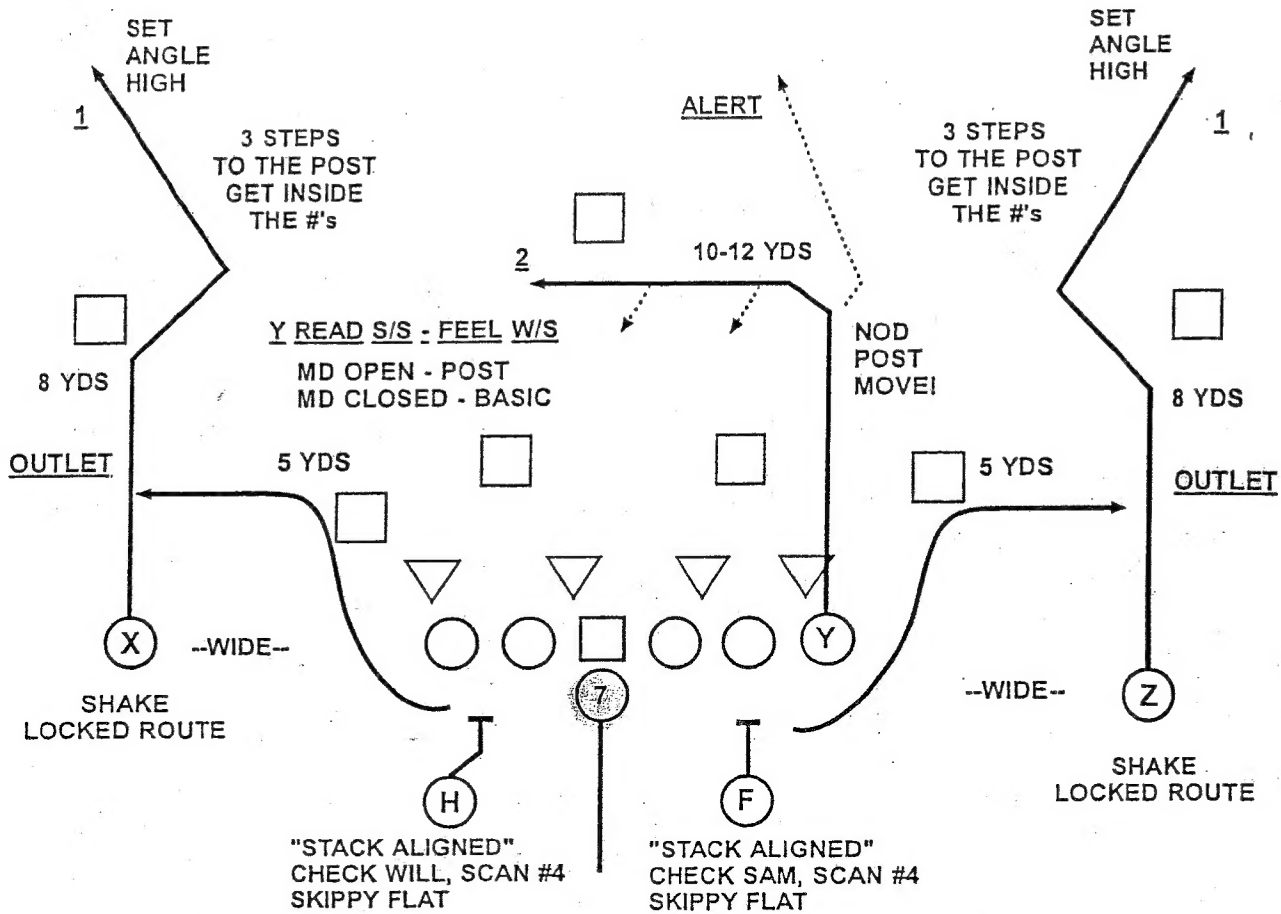


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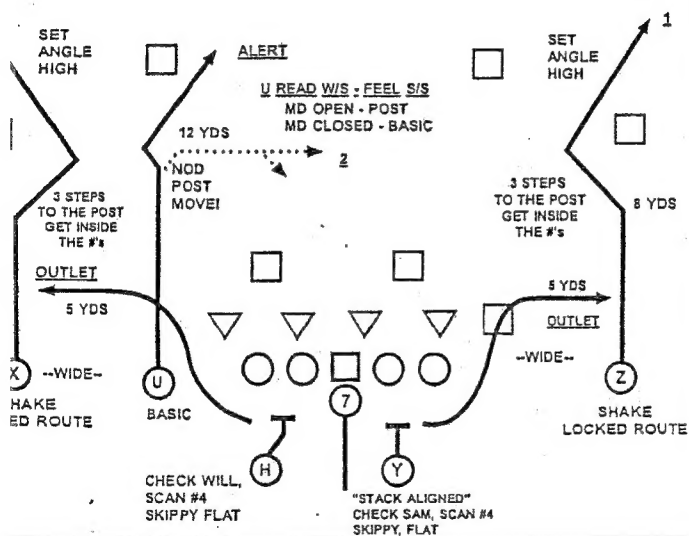
NEW ORLEANS SAINTS

TE: ALL ORIGIN
TS ARE ASSUMED!

(TRADE) RED (QUEEN) RIGHT (LEFT)
DEEP 24 (25) DOUBLE SHAKE



<TIGER>
(EXCH) FAR DIVIDE RIGHT (LEFT)
DEEP 84 (85) "U" DOUBLE SHAKE



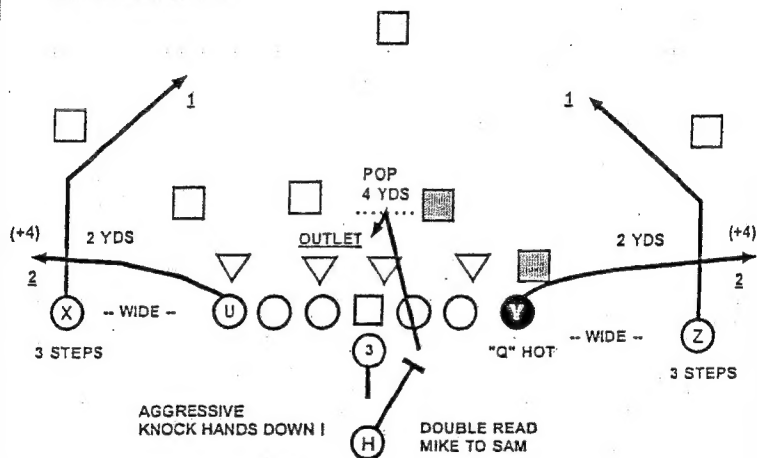
OTES:

AUDIBLES

HAND SIGNALS

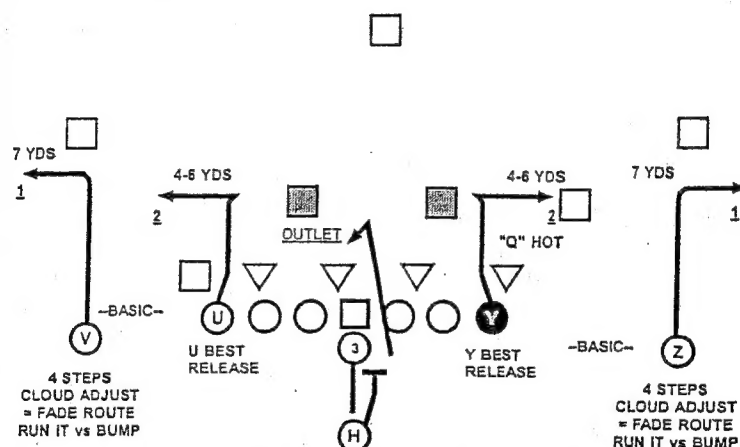
<TIGER> (EXCH) RIGHT (LEFT) 200 (300) JET DRAGON (HB POP)

*NOTE: ALL ORIGIN
SHIFTS ARE ASSUMED!



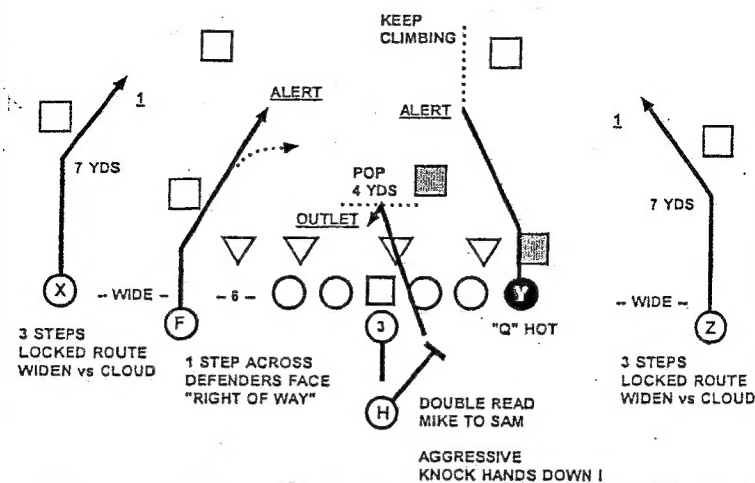
<TRIO> BEYOND RIGHT (LEFT) 200 (300) JET ALL STICK

*NOTE: ALL ORIGIN
SHIFTS ARE ASSUMED!



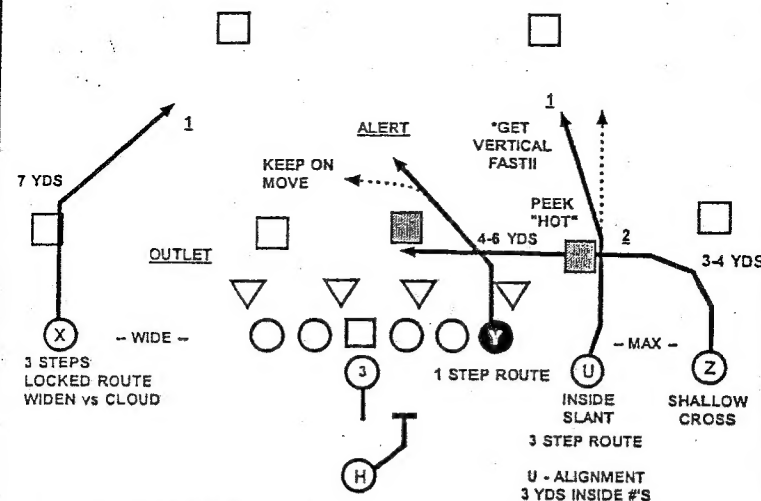
*NOTE: ALL ORIGIN
SHIFTS ARE ASSUMED!

<PRO> BELOW RIGHT (LEFT) 200 (300) JET LION (HB POP)



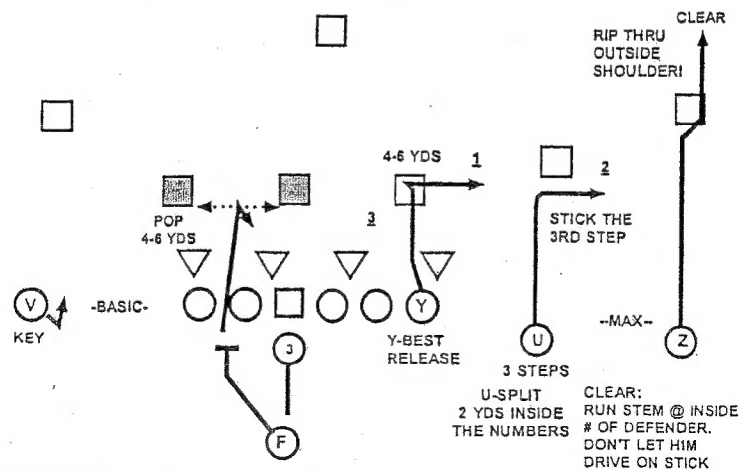
*NOTE: ALL ORIGIN
SHIFTS ARE ASSUMED!

<TIGER> TRIP RIGHT (LEFT) 200 (300) JET DENVER



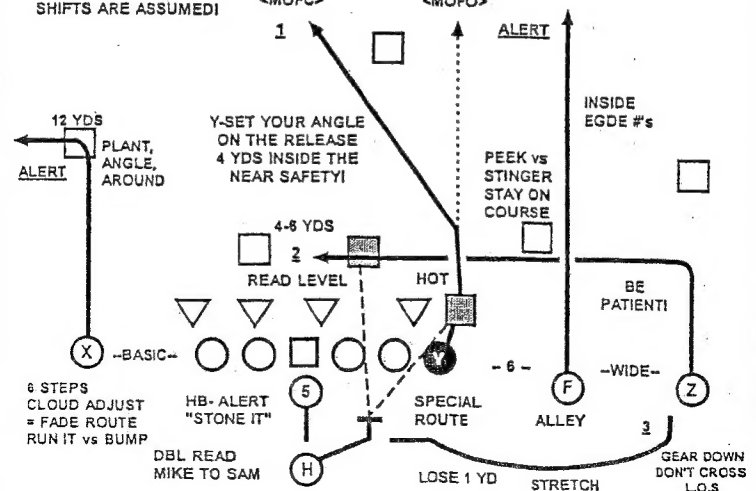
<TRIO> BEYOND TRIP RIGHT (LEFT) 300 (200) ROCKET (JET) DBL. STICK V KEY

*NOTE: ALL ORIGIN
SHIFTS ARE ASSUMED!



<PRO> UPPER RIGHT (LEFT) 2 (3) JET OREGON (FB CHECK WIDE)

*NOTE: ALL ORIGIN
SHIFTS ARE ASSUMED!



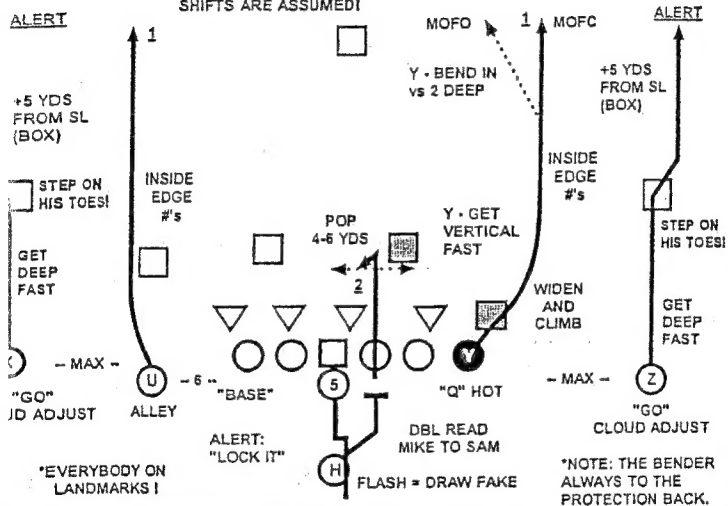
AUDIBLES**

HAND SIGNALS

<TIGER>

DIVIDE (OPEN) RIGHT (LEFT)
2 (3) JET (FLASH) ALL GO HB POP

*NOTE: ALL ORIGIN
SHIFTS ARE ASSUMED!



<TRIO>

BEYOND DIVIDE RIGHT (LEFT)
2 (3) JET HAWKEYE

